



THE FIGHTER FOLIO

A CLASS REFERENCE GUIDE AND NEW FIGHTER OPTIONS!

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THE FIGHTER FOLIO

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THE FIGHTER FOLIO

INTRODUCTION

The fighter made his first appearance in Dungeons & Dragons as “The Fighting Man” as early as the original Dungeons & Dragons game back in 1974. Since then, the class has diversified tremendously, expanding on what a fighter is and what they should be able to do, through many editions, spin-offs, and even in video games.

The fighter class is a versatile, weapons-oriented warrior that fights using skill, strategy and tactics. From that core concept, there have been many variations of the fighter throughout the editions as well.

In 2nd edition, there were kits that let us play various flavors of fighter. New to this edition were the options of amazons, barbarians and cavaliers, just to name a few. These variant fighters had more depth and options. These kits gave us more roleplaying depth. The fighter was beginning to be more than just a fighting man.

Along came 3rd edition Dungeons & Dragons, which revolutionized the game. 2nd edition had given us kits and some new and interesting proficiencies, but 3rd edition really allowed us to crack open the mold and make our fighters completely unique. They did this by use of feats.

Feats allowed fighters to return to the limelight. Feats gave each fighter awesome special abilities that the player chose for his particular character. Players could play fighters and be worlds apart in their function and play style. It was great to be a fighting man with a wickedly edged weapon. Woe to your enemies, you would cleave them down!

Returning back home to a more simplistic route, 5th edition Dungeons & Dragons grants fighters some excellent capability but removed a lot of the variation and excitement of player options. Simple is fast and fun, but for those seeking depth, they had to look elsewhere.

Luckily for them, I’m writing sourcebooks to expand on all the classes, and started with the fighter class.

WHAT IS IN THIS BOOK?

This book is an in-depth look at the fighter class. The Fighter Folio is your guide to the class, its abilities and an expanded look at new options.

We’ll talk you through all the class abilities and leveling up your character. We’ll even show you some tips on how to make you the best fighter that you can be, whether through sheer combat potential or a great roleplaying concept.

We’ll compile all the core rules and give you all of our expanded options. We’ve added numerous new archetypes, weapons and armor, equipment, magic items and optional rules. All in the name of fun and expanding your options.

This is your game, take what you like and leave the rest, but use this book for what it is, a great resource for everything related to the fighter class.

Let’s get going shall we?



FIGHTER FICTION

"ALL MUST GIVE"

The sun was a burning orb, obscured by the smoky aftermath of the skirmish. Through the rancid black smoke, it looks like a heavy lidded eye, its sensual gaze falling on the scene of blood and death. The rocky terrain is littered with the broken and dead, laid out in a tableau of destruction. Screams of pain and terror echo off the rocks, mingling with the rasp of steel on leather.

Allendir kneels, blood staining his tabard. His shield lies splintered at his side, a brutal axe buried in the remains. His shield arm is clutched to his side, blood bubbling through his fingers. He pants and gags, his body wracked with convulsions.

Ansarath's blood, he thinks, having felt the kiss of the poison on other occasions. A menacing figure approaches, short sword held at his side. Allendir tries to tighten his nerveless fingers against the poison's hold. His bloodied teeth clench and he lurches forward, attempting to stand and face his attacker. The dark figure plants his hobnailed boot into the fallen fighter's chest, sending him backwards to his knees.

The short sword's bloody tip comes to rest on his throat. Close up, he can see the blood of his fallen companions mingled with the foul paste of the poison.

"Struggle if you must, but by now, the poison has you in its clutches. Give up, warrior. Your fight is over. Succumb to it, give yourself over, and the pain will end."

The voice is low and cool, a rancid hiss that fills him with impotent anger, urging him to go in into the inevitability of death.

Allendir tries to speak, but his throat is clogged. Bile and blood well up, and with it a guttural growl as he tries again to stand.

"Why do you fight?"

"Why do you fight?"

During my tenth summer, the Crown waged war with the Wilds, seeking to expand their borders. The Crown sent out hundreds of battalions, thousands of blades and bows under the White Star banner, sent to drive the godless goblins away. Their forests and grasslands held all the resources the Kingdom needed to continue to thrive.

King Haxe the Ambitious, as he was called then, sent his reserves to all of the surrounding farming communities on "recruitment and resupply" missions. Each group was accompanied by a Collector, who would determine what percentage of possessions each family could afford to donate to the Crown.

"When the stores run dry, all must give." The Collector repeated often as the farmers and tradesmen watched as their livelihood was stripped and sent to the capital.

Being the second oldest son, I was among the "assets" my family could spare. My mother sobbed and begged the Collector to leave me. She offered the pitiful dowry her and my father had scraped together for my sister's upcoming betrothal. The Collector refused the offer, saying it was vital to the propagation of the kingdom.

I, on the other hand, was ecstatic to be going. Me! A soldier! I had visions of defeating the Goblin King in hand to hand combat, standing victorious as the masses of goblins and orcs threw down their crude weapons and knelt to the conqueror. I imagined King Haxe placing a sheaf of medals on my chest, naming me a Knight of the White Star, champion of the people, defender of the kingdom.

How naive I was at that age!

What followed was years of sharpening blades, fletching arrows, wiping shit off of boots, making meals and running messages. What else was there for a skinny, uneducated farm boy to do?

I was designated a squire to Lord Damak LeMitt, a middle level noble and soldier of some repute. Lord LeMitt had been known as the Defender of the Wall during the Siege of Balasqua, having defeated

the besieging army's commander atop a crumbling parapet. It is said that the battle was so breathtaking and fierce, that fighters from both sides of the conflict stopped mid swing to watch. War wizards would launch their volleys of fire harmlessly into the air just so they could illuminate the sword fight.

The stories say that Lord Lemitt slew his enemy with his broken blade, grasping the jagged steel in his bare hands, plunging it into the chest of his rival. Fountains of blood gushed out of the wound, raining down on the spectators closest to the wall, a garish rain signaling the end of the siege.

The songs say that the enemy threw down their weapons as one, submitting to Lord LeMitt, he who slew their leader. Lord LeMitt, raised his bleeding hands, ordering his own troops to lower their blades. He commanded they let the enemy leave, with a command never to return, lest they meet the same end as their leader.

The history books say that LeMitt carried the corpse of his fallen enemy down the parapet stairs reverently, laying the body in a cart for transport to the dead man's homeland. The amount of tears that were shed by LeMitt's actions could have watered a barren field.

The Battle of Balasqua thrust LeMitt into the gaze of the King, and elevated him from common enlisted man, to minor noble. LeMitt was a shining beacon for the soldiers, showing that they too could be elevated in stature. The well written and well placed stories and ballads of Damak LeMitt did well to fan the flames of patriotism, and enlistment increased greatly.

When I was told I was to be his squire, I pictured him as the stories did; strong, compassionate and glorious. I met him almost two decades after the Siege of Balasqua, and the truth couldn't have been further from the bard's tales. The songs—

“Do you think they'll sing songs of your death?” Allendir opens his eyes. The dark shadow blots out the smoky sun. His jaws clench uncontrollably as the poison sends spasms through him. His muscles scream in protest.

The figure shifts and the sun burns deep into Al's brain. He groans and turns. Pain burns through his many wounds. A sharp kick to his side rolls him over. The shattered remains of his shield crunches beneath him. Through sheer grit, he rolls over and gets on his knees. Blood leaks from the chest wound. It patters down on the broken wood like falling rain...

Lord Damak LeMitt had spent the last fifteen years gambling and whoring away what fortune he was granted from The Crown. The stories left out the fact that he was partially crippled, as the damage to his hands was too extensive even for the healers to repair. On the best of days, he could use his cane to prod and swat his servants and retinue to efficiency. On the worst, he would sit and massage the knotted scar tissue on his palm below his fingers, coating them with a thick substance that smelled of pine trees.

He had given up wearing his armor years past. He carried no blade or shield, as his damaged hands couldn't grasp a hilt or a handle. He wore his cane, a polished black stick with a sharp iron spur at the end, in place of a sword. When he wasn't using it to keep balance or swinging it at an errant squire, it was hanging ever present at his waist.

In his advancing age, one of his favorite things to do is sit by a warm fire and sip on chilled wine. Tonight, he sat in a worn Tennesse rocker by a stifling fireplace. His horn flagon had beads of condensation pooling at its base. He rocked slowly, his cane tapping against the hearthstones softly. His hands twitched, and I had learned enough in my 2 seasons with him that they pained him. He didn't seem to be able to control the spasms, but his face never gave indication that he was suffering.

I sat at his feet, the soft *whushing* of the boar bristle brush against the dress boots provided a nice base of sound to the soft pattering of rain outside. I looked up at Lord Damak fondly as he patted my head with his knotted hand. He treated me kinder than my own family ever did, and they quickly faded to a distant memory. He had worked my mind as hard as he did my body, spending nights learning letters and numbers. I struggled with numbers, as they didn't make much sense in

my head, but the letters came to me quickly. We had finished up with a lesson, and sat enjoying the warmth and the sounds of the storm.

“You know, boy, tomorrow is the anniversary of the Siege of Balasqua.”

I slowed my hands, listening closely. He never talked about that day. Whenever he was a guest anywhere, his speaker, Wesson, always told the story of that day. Wesson, with his silver tones and golden laughter, recited the stories and songs as though he was there, but never strayed from what everyone knew. The stories carried a measured beat, hitting high notes and theatrical pauses, ones that Wesson had mastered years ago.

Sensing that he was waiting for me to say something, I responded with a muttered “Truly, sir?”

His scarred hand patted my head again, and his rocking stopped. He took a long drink of his wine, the cold rain of condensation falling on my head as it did outside on the stones.

“Indeed, Allendir. Twenty years. By the Primordials! Such a long time ago. I still remember that day. The sun baked the stench of death into that small temple. Whenever a soft breeze crept through the walls, it carried with it the sweet taste of ripe meat. My men could barely stomach what little food they had, so they drank those monks out of wine quickly. The goblins were coming again, we knew that. The dust storm kicked up from their approach filled us with dread. There were less than fifty men to man those walls, and almost all of them were wounded in one way or another. Our commander had taken an arrow to the eye, and his cronies and bootlickers had fled in the night like cowards. I was the highest ranking man there, barely a Lieutenant! Yet, they all looked to me as though I was a General.”

He started his rocking slowly, and I realized I had put the boot brush down. I reached for it hastily, and he tapped me on the head.

“The boots can wait, Al. Have Hessie pull you a draw of ale, and grab a chair. It’s time for your first life lesson.”

I ran off to the taproom and returned with my prize. Placing it on the stones next to his, I wrestled a chair over, so I could sit facing him. I sat down and took a sip of the ale. It went down rough, as coarse as the brush I had abandoned moments ago. I fought back a grimace and a gag. I hadn’t gotten used to drinking anything but watered wine, yet.

“Do you know what the Crown’s motto is? Not what is stamped on the coins, but what words they truly stand by? When stores run dry-”

“All must give.” I finished. I had heard it uttered over and over by the Collector I traveled with. I actually heard the phrase quite often. Guardsmen would say it when they were taking the money out of drunkard’s pockets as they slept in the gutter. Soldiers would say it when they paid less than asked for goods and services. When I was older, I would hear it more frequently, whether it be followed by cries of protest or the slap of hand to face. Soldiers and mercenaries would abuse the phrase and their rank, taking what they want in the name of the Crown.

By that time in my life, only the last part was spoken as a mantra, words that one must accept when someone of greater strength takes what they want from you.

But as a boy of twelve, sitting with the Defender of the Wall, the phrase came out proudly, a verbal shield and promise of a noble sacrifice, used against the vague menace of the goblin horde.

“All must give. Yes.” LeMitt grunted softly, rolling the words around a mouthful of wine.

“Do you truly know what it means, though? When the stores run dry, all must give.” He looked at me closely, watching as I turned the words over in my head.

“It means that everyone must give something.” I said, satisfied with my answer.

“Yes, boy. It means that on the surface, but deep down, it means more. Much more. What if you don’t have anything to give? No gold or crops to contribute? What do you give then?”

I furrowed my brow, trying to see past the words he was saying, to seek the truth of this lesson.

“The night before the Siege, I considered following the coward’s path. I knew we were doomed. The goblins approaching outnumbered us four to one! Those green bastards were crafty and dangerous! They knew the land and how to use everything it provided them. We were the usurpers, Allendir, not them. We were the villains of their story, coming to steal their homes and possessions. The King had his sights set on their land, and he was going to do whatever it took to get it. Do you know how many have died in this forsaken war? Thousands! Tens of thousands! Boys like you, foolishly dreaming of glory. Boys like I was. Fools like those that looked to me for directions.”

His hands twitched and clenched in his lap. Sweat beaded on his forehead.

“Battle isn’t a glorious, magical event, boy! It is pain and death! You’ll be drenched in tears and shit before you find yourself at the end of someone’s blade. All must give! Pah! That phrase is a death sentence to anyone sent to the front lines. After the Siege, only a handful of troops walked away from that wretched temple, with scars visible and not.”

He was agitated now, his normally calm voice starting to break its normal flow. His hand gripped his cane, jabbing it towards me to accentuate his words. The iron spur at the bottom glinted in the firelight.

“I didn’t go to the wall to challenge their leader! I went to face my death! I knew my death was all I had to give the Crown. By the Primordial’s blood, I expected to capture a spear in the chest, not the crown of the goblin army! When that orc climbed the parapet, I don’t remember sounding the alarm! I didn’t marshal the troops! I fought with every ounce of my will to survive! I wasn’t going to let a stinking heathen run me through on some rotted wall! The King’s words rang through my head. All must give! And I had one thing only to give!”

Only one thing to give.

His life is leaking out, pouring down on the shattered symbol of his life. Everything he had given for the White Star.

His shield. The scarred wood etched with the various campaigns he survived. The accolades from the Crown.

The red triangle of Rey’Leyiar.

The cracked feather of Okne’s Stand.

The iron spur from Lemitt’s cane, given before his death.

Al’s blood mixed with the dust and broken memories. He had given everything he could in defense of the White Star. He had won many battles in the name of King Haxe.

The pain in his abdomen, the thick blood that oozes out tells him that he is beyond healing. He won’t be leaving this forsaken land. He grips the iron spur, grafted onto the bottom point of his shield. The jagged wood tears his hands.

His attacker stands next to him, barking orders to a pack of goblins, who are already looting the dead.

His soldiers. Friends and allies. People who followed him to this wasteland, to fight in his shadow, to become a legend like he had become.

The words of the Collector echo in his mind one last time. When the stores run dry.

He finds the strength to rise, one last time. He grasps the edge of shield in both hands, lips peeling back from bloodied teeth. One last surge, and he launches himself at the figure as he turns. His bloodshot eyes lock on the hollow of the man’s throat, the exposed skin above the collar of his black armor.

All must give.

FIGHTER CLASS FEATURES

As a fighter, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

A PLUG FOR FIXED HIT POINTS

As a GM, I love fixed hit points for players, and here's why. As a player, nothing sucks more than rolling a 1 or 2 on a d10 when you level up. Most GMs have tons of house rules for fixing that sort of thing, but using the fixed hit points of 5E D&D clears that right up. There's another reason why I think fixed hit points are important though—balance. If I'm designing an encounter, all things should really be equal. Monsters generally have fixed hit points too. If your party's fighter isn't up to par on hit points, it could really throw off an encounter at early levels. You might even argue that it works itself out in the end right? The law of averages and all. But then, why not just use hit point averages from the very beginning?

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

SKILL CHOICES

The fighter is really limited in skill choices, but luckily in 5E D&D that's less of a concern. Remember, you get to use all the skills, you just won't excel in them. Think about this for a moment; proficiency for the first few levels only means you'll be adding a +2 bonus to your proficient skills. If you have an 18 Strength, you are already going to be decent at Strength-based skills, so why not shore up some of your weak areas in skills? Also, don't be afraid to go against the mold. While everyone seems to think Perception is the most-used skill, if you are in a more roleplaying or intrigue based game, try some Insight or History. Don't trap yourself in the "I'm only good for combat" mentality.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

STARTING GEAR

There's some good options here for sure. Choose one item (a or b) from each list. You want to maximize your offenses and defenses by getting the best gear possible, but don't leave yourself weak in any area. A great AC isn't worth much if you don't have a ranged weapon and your opponents do.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Level	Proficiency Bonus	Class Features
1 st	+2	Fighting Style, Second Wind
2 nd	+2	Action Surge (One Use)
3 rd	+2	Martial Archetype
4 th	+2	Ability Score Improvement
5 th	+3	Extra Attack
6 th	+3	Ability Score Improvement
7 th	+3	Martial Archetype Feature
8 th	+3	Ability Score Improvement
9 th	+4	Indomitable (One Use)
10 th	+4	Martial Archetype Feature
11 th	+4	Extra Attack (2)
12 th	+4	Ability Score Improvement
13 th	+5	Indomitable (Two Uses)
14 th	+5	Ability Score Improvement
15 th	+5	Martial Archetype Feature
16 th	+5	Ability Score Improvement
17 th	+6	Action Surge (Two Uses), Indomitable (Three Uses)
18 th	+6	Martial Archetype Feature
19 th	+6	Ability Score Improvement
20 th	+6	Extra Attack (3)

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

NEW FIGHTING STYLES

GUNFIGHTING

You gain proficiency with firearms. You gain a +1 bonus to all attack rolls made with firearms.

HAND TO HAND COMBAT

Your unarmed damage increases to 1d6 plus your Strength modifier. You also gain a +1 bonus to attack rolls whenever you make an unarmed attack.

MOUNTED COMBAT

While you are mounted, you gain +1 on attack rolls. If your mount takes the Dash action, opportunity attacks against you and your mount gain disadvantage until the end of your turn.

TENSILE WEAPONS

You gain a +2 to hit with flexible weapons such as the whip or flail.

THROWN WEAPONS

You gain a +1 bonus to attack and damage rolls with thrown weapons.

FIGHT WITH STYLE AND FLOURISH!

The fighting styles are a great addition to the 5E D&D game. They allow your fighter to have a slightly more unique voice in combat and feel more stylized than every other existing fighter. The original choices are a bit limited, so we've included a number of other options for you to choose from as well. Fighting styles are often your primary focus, but don't always fall into that trap. A fighter with a 20 Strength has very little problem hitting with his melee attacks, so you can always take Defense or Archery to shore up some of your weaknesses, increasing your overall effectiveness.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ALWAYS USE SECOND WIND!

Always. Show your cleric you care... It refreshes after every rest. It is 1d10 + your fighter level in hit points. Those are precious hit points that the cleric need not be healing you and can concentrate on buffing or keeping someone else alive, possibly even doing something awesome on their turn themselves. All as a bonus action, so it won't even slow you down...

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

ALWAYS USE ACTION SURGE!

Much like Second Wind, Action Surge is part of the bread and butter of the fighter. You want to use this when advantageous though, pushing on to finish off a foe in heroic fashion. What a great use for Second Wind! As cool as it is mechanically, this is a great moment for you to also really *roleplay* your fighting prowess. What just happened? How and why did your fighter summon the power to push on and really lay into that bad guy? Don't be a boring fighter!

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques.

Choose an archetype detailed below. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.



THE RIDDLE OF STEEL

Choose wisely. Blue pill or the red pill? Your martial archetype defines your fighter. It's a very important part of your character's concept, and the class's soul if you will. Each has its benefits, but you want to choose one that plays well to your particular style and broadens the base of abilities of the party. A great fighter archetype will lend you abilities that shore up weaknesses in your party, not just make you more powerful.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

BE BUFF AND STUFF

You should be thankful. You're a fighter. Fighters gain more ability score improvement than any other class in the game. Why you ask? Well, because of feats. Feats are an optional rule in 5E D&D, but I couldn't imagine playing without them. But that of course is entirely dependent upon your GM and the play style of your group. So don't forget, as a fighter, you have a tremendous amount of versatility here. Build your stats or buy a feat with each ability score improvement. Often, feats are worth more in effect than a simple stat increase could provide, and many feats also improve your ability scores as well. While you are building your warrior of doom, don't forget to keep an eye peeled for those pesky weaknesses, of which the fighter has plenty. Good thing you can get lots of feats to get more skills, become proficient in bad saves, etc. You *are* a hero right?

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

STICK AND MOVE!

So I love that 5E D&D reduced the overall number of attacks in the game. As a trade-off, your attacks are more effective and likely to hit. Don't forget to move though! Remember, you can make any number of attacks during your movement, so always be positioning yourself in the best spot and be thinking of where you want to be next round!

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

INDUBITABLY INDOMITABLE

Say that three times fast. If only you could use this ability three times. Until 13th level you can only use this once. Once, I say... Are you picking up what I'm putting down? Save this ability for those really heinous crimes-against-humanity sort of saves. Like the kind where you might be perma-borked if you fail. Don't sweat the small stuff, because lurking around that corner might be one nasty bulb of eyes and stalks and he wants you for lunch. Good thing you saved this ability. Right? Right?

FIGHTER STRENGTHS AND WEAKNESSES

Knowing yourself is just as important as knowing your enemy. The fighter is a class that allows players to *danse macabre* on the battlefield, but they are not invincible. Let's break the class down a bit more shall we?

STRENGTHS

DAMAGE OUTPUT

You consistently deal more damage than other classes. Your extra attacks are greater than any other class, and your archetype abilities further increase your ability to do significant amounts of damage.

RESLIENCE

You take a beating and keep kicking. Fighters wear the best of all armor and shields, have high amounts of hit points and have the amazing Second Wind class feature.

VERSATILITY

Again, more than most other classes, fighters can be incredibly versatile combatants. Combined with feat options, they become incredibly dangerous and capable of handling many situations with ease.

WEAKNESSES

REST

You absolutely *need* to have a moment of rest in-between dangerous encounters. You may be able to handle a lot of punishment, but sustained combat can be your demise. You need rest to regain hit points and refresh some of your class abilities.

NON COMBAT ROLES

Fighter characters tend to be fairly one dimensional and not terribly well-suited for situations outside of combat. This can be changed with a few tweaks to your characters, but those that play fighters really love to fight (and excel at it).

MOBILITY

The average fighter is designed to be able to stand in one place and defend his allies from the hordes of combatants. He draws them to him and keeps them occupied while the rest of the adventuring party aids and supports him in combat.

When facing a larger number of opponents, or fast-moving opponents, the fighter suffers. His armor can slow him down somewhat, and he has difficulty controlling the battlefield when there are numerous opponents.



MARTIAL ARCHETYPES

To the uninitiated, fighters are nothing but dumb brutes—meat shields lacking any notion of subtlety. True warriors, however, know the truth: it takes more than raw strength to survive the rigors of combat. Every warrior approaches battle with a different philosophy and with individual style. A truly successful fighter develops their own unique set of tactics. Thus, the martial archetype you choose reflects your approach to fighting. We've included a great number of additional fighter archetypes for you to choose from.

ARCHER

Mastering the bow demands years of practice and training; the best archers begin their education in early childhood. In the skilled hands of an archer, an arrow becomes like a living, thinking magical instrument of death, striking enemies at long distances and capable of punching through armor with lethal efficiency. Swords, shields, spears, and armor all have their place in battle, but it is the archers who often determine the victor. At the height of their skill, a practiced archer can rain death on enemies without even seeing them, filling the air with a hail of arrows in the span of a few heartbeats.

QUICK SHOT

At 3rd level, you can rapidly fire off multiple arrows each round. If you do not move during your turn, you can make an extra attack with your ranged weapon as a bonus action.

AIMED SHOT

At 7th level, you can take your time to line up a perfect shot. You can choose not to move this turn and gain advantage on your next ranged attack roll.

PINPOINT ACCURACY

At 10th level, you gain advantage on all ranged attack rolls made against targets you can see within 30 feet.

RAIN OF DEATH

At 15th level, your ranged attacks score critical hits on a natural attack roll of 19 or 20.

DREAD ARROWS

At 18th level, all your ranged attacks deal an additional die of weapon damage (by weapon/missile type).



BRAWLER



When the brawler enters a fight, they need no sword or knife to defeat their enemies. They always carry with them the weapons the gods blessed all men with: fists. Calloused, hardened, and brutal, the brawler's fists split flesh, shatter bone, and pulverize organs with blinding speed and devastating accuracy. At the same time, the brawler learns the simple truth of combat: you

must accept blows if you wish to deliver them. The brawler learns to laugh at pain, accepting a hit to earn a chance to land the knockout punch.

PUGILIST

At 3rd level, you are always considered armed with a melee weapon. Your unarmed attacks deal 1d8 points of damage plus your choice of Strength or Dexterity modifier. This damage increases to d10 at 10th level and d12 at 18th.

In addition, when you make an unarmed opportunity attack against a provoking target, you deal an additional +1d4 points of damage.

HAMMER FIST

At 7th level, whenever you deal a critical hit with your unarmed attack, the target also must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Strength bonus or fall prone.

In addition, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

KNOCKOUT PUNCH

At 10th level, you can attempt to deliver a knockout punch on an attack action. This punch strikes the opponent so hard it could possibly knock them unconscious. The target must make a Constitution save equal to 8 + your proficiency bonus and Strength bonus or become unconscious until they can make a successful save. You cannot knock out a target of larger size than yourself. You can attempt this ability once per short rest, but you gain an additional use at 15th and again at 18th level.

HAND TO HAND MASTERY

At 15th level, add half your proficiency bonus as bonus damage to all unarmed attacks. In addition, your unarmed attacks deal critical hits on a roll of 19 and 20.

STONEJAW

At 18th level, you gain resistance to all bludgeoning damage, including magical weapons attacks.

CHAMPION



Among the ranks of warriors stand those rare individuals considered elite. They possess exceptional talent and skill placing them above their peers. Among these elite warriors are the truly gifted—not simply the best in the kingdom, but the best in their generation. These men and women are known as champions. The champion represents the pinnacle of the art of war, a titan of the profession, honed in skill at arms and blessed by preternatural strength and toughness.

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

REMARKABLE ATHLETE

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

SUPERIOR CRITICAL

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18–20.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have half or fewer of your maximum hit points left.

You must have at least 1 hit point to use this benefit.

CORSAIR

The corsair fights at sea as if born to it, never happier or more in their element than when on a ship or in the water. Violent storms, slick decks, and tossing seas bother them not at all. When battle is joined, the corsair leaps into the fray with violent, relentless passion. Enemies learn to dread the sound of the corsair's maniacal laughter.

SEA DOG

Beginning when you choose this archetype at 3rd level, add half your proficiency bonus to your weapon damage with light or finesse weapons and pistols.



In addition, add half your proficiency bonus to the number of minutes you can hold your breath. You also add a bonus equal to half your proficiency bonus to any skill check related to operating a sea vessel or swimming.

MOBILE MASTER

At 7th level, when wearing light or medium armor you suffer no penalties on Dexterity (Stealth) checks. You also suffer no penalties on Strength (Athletics) checks made to swim.

Also, when not wearing heavy armor, as a bonus action you can take the disengage action.

SEA LEGS

When you reach 10th level, you ignore any penalties related to the motion of a ship you are on, and any penalties related to stability or vision

due to wind or rain. You also ignore difficult terrain on ships.

DECK FIGHTER

At 15th level, your opponents never gain advantage on attacks against you when you are aware of them.

ONE WITH THE SEA

At 18th level, you are as capable an aquatic warrior as any who has lived. When on a ship or in a body of water, your weapon attacks score a critical hit on an attack roll of 19 or 20.

If you are at sea when you begin dying, you gain advantage on death saving throws. Also, while dying when submerged underwater, you may swim half your speed towards the nearest source of air each round as a free action.

DEMON-BLOODED

The fury and savage power of demonkind surges through the veins of the Demon-Blooded warrior. Whether they or one of their ancestors made a demonic bargain, fell under an abyssal curse, or stumbled upon a demon-infused relic, this ferocious fighter can call upon demonic power to fuel their combat skills. In battle, the Demon-Blooded warrior can unleash tremendous strength, inhuman speed, and a number of other supernatural tricks. Doing so, however, incurs a cost on their mind, body, and soul. Eventually, the dark powers demand a price for their blessings—a price that must be paid.

DEMONIC ASPECT

At 3rd level when you select this archetype, choose from one of three types of demonic aspects. Each aspect provides a different set of features you can call upon. Once you make this choice, you cannot change it. In addition, you suffer a number of side effects and mutations as your humanity slowly erodes and you become closer and closer to the demon within.

Brute. You gain advantage on Strength (Athletics) skill checks. As an action, you can use your demonic essence to supercharge your Strength, boosting your score by +4. The boost lasts for up to 1 minute, after which you gain one



exhaustion level. This feature recharges after a short or long rest.

You don't know your own strength. Delicate, breakable objects have a 20% chance of breaking or shattering when you handle them.

Devourer. You gain resistance to poison, as well as advantage on saving throws against poison-based effects and disease. As an action, you can use your demonic essence to empower your Constitution, increasing your score by +4. The boost lasts up to 1 minute, after which you suffer one level of exhaustion. The hit points you gain from this effect are temporary hit points.

You must consume twice as much food and drink as a normal creature of your race and size.

Slayer. You gain advantage on initiative rolls. You can draw upon your demonic essence to boost your Dexterity score by +4. This boost lasts for up to 1 minute, after which time you gain one level of exhaustion. This feature recharges following a short or long rest.

You are instinctively drawn to the sight and smell of fresh blood, so much so that you suffer disadvantage on any Intelligence-based skill checks while in the presence of blood.

TOUCH OF THE ABYSS

Beginning at 3rd level, you learn to speak abyssal. You also gain proficiency in Intimidation, and gain an additional bonus equal to your proficiency bonus whenever you attempt to intimidate another non-demonic creature.

When you reach 3rd level, your outward appearance undergoes a metamorphosis and you acquire a demonic physical trait. Work with your GM to decide the nature of this change, or roll on the table below. In general, you can camouflage or hide this feature with proper apparel or a disguise, but a perceptive individual stands a good chance of noticing something unusual about your appearance, even with casual observation.

D12	DEMONIC TRAIT
1	Vestigial tail
2	Small but noticeable horns grow from your forehead
3	Skin takes on a slight blood-red tinge
4	Set of fangs
5	Forked tongue
6	Hooved feet
7	Enlarged brow
8	Exaggerated jaw
9	Abnormally long tapered fingers
10	Coarse, boar-like hair sprouts from skin
11	Pupils turn red, gold, or other exotic color
12	Hunched, over-developed shoulders

DEMONIC INFUSION

At 7th level, you gain another feature associated with your demonic aspect, as described below.

Brute. You are treated as a creature of two sizes larger for purposes of determining encumbrance, carry and drag weight limits. If another creature attempts a grapple or shove attack against you, you are treated as a creature of one size category larger.

Devourer. When you focus on your sense of smell as an action, you can analyze a living creature's scent and learn information about it. The target creature must be within 60 feet of you. After breathing in the target creature's scents, you determine if that creature suffers from being charmed, diseased, frightened, or poisoned

(including being intoxicated). You also know if the creature is below its current hit point maximum, although you cannot tell by how much. Although this feature allows you to detect the presence of an invisible living creature (i.e., not undead or constructs), it isn't precise enough to eliminate the penalties for attacking an invisible target.

Slayer. You do not need to sleep. If you spend 4 hours performing only light activity such as walking or talking, you gain equal benefit as other creatures do from 8 hours of sleep. In addition, you can go twice as long without food or water as normal creatures without penalty.

At this point, your mortal nature has become forever tainted with demonic essence. Although your type does not change, you are treated as an

outsider for purposes of detect evil and good and the paladin's Divine Sense feature.

ABYSSAL BLESSING

When you reach 10th level, you gain an additional feature based on your demonic aspect, as described below.

Brute. You can wield a two-handed weapon one-handed without penalty. When wielding a weapon with both hands, your damage increases by +2. You are considered two sizes larger than you actually are when creatures attempt to grapple or shove you.

Devourer. You become immune to poison and disease. You gain one additional hit point per level, and your hit point maximum cannot be decreased under any circumstance.

Slayer. Your weapon attacks score a critical hit on a roll of 19 or 20.

Your physical appearance changes to become more demonic, to an extent that you cannot hide your true nature. Roll on the Demonic Trait table to determine this latest mutation.

CORRUPTED SOUL

Starting at 15th level, you can call upon your demonic aspect twice between short or long rests.

By now, you have become more demon than mortal. You gain vulnerability to radiant damage.





DERVISH

The flash of steel, the blur of a swirling cloak, and the whisper of flesh being sliced open. These are your only warnings that you face a dervish. They strike faster than the eye can track. Each blow comes from an unexpected angle. Your retaliation comes too slow, cutting through empty space. When you face a dervish, you face a phantom—a phantom destined to kill you.

WHIRLING DERVISH

At 3rd level, your speed increases by a number of five foot squares equal to half your proficiency bonus (rounded down) while unarmored or wearing light armor. In addition, add half your proficiency bonus to AC (rounded down) when you

are not wearing medium or heavy armor and move at least 15 feet in a round. Any opportunity attacks you provoke by movement suffer disadvantage.

TWO WEAPON MASTERY

At 7th level, you can wield two finesse weapons, even if those weapons are not light. In addition, you may add your Dexterity modifier to damage on the bonus attack.

IMPROVED TWO-WEAPON MASTERY

At 10th level, your attacks become faster and deadlier. Add half your proficiency bonus to Initiative and to damage when dual-wielding finesse weapons while unarmored or wearing light armor.

LIGHTNING REFLEXES

At 15th level, you add a bonus equal to your proficiency bonus on Dexterity saves when not wearing medium or heavy armor.

STORM OF FURY

At 18th level, you can make an attack with a finesse weapon as a reaction whenever you deal a critical hit, provided you are not wearing medium or heavy armor.

DUELIST

The duelist lives for the thrill of combat, but most of all, they thrive in seeking out and challenging the most skilled foe on any battlefield. Once a duelist engages with their latest nemesis,



everything else fades into oblivion, forgotten in the moment. The dance of the duel offers them the best way to learn new tricks, hone combat skills, and—most importantly—solidify their reputation as the superior swordsman.

DUELIST'S DEFENSE

At 3rd level, as a reaction, you add your Intelligence bonus to your AC against a single attack.

DUELIST'S CHALLENGE

At 7th level, you may issue a challenge against a single target within 30 feet that you can see. That target must make a Charisma save (DC = 8 + your proficiency bonus + your Charisma modifier) or be forced to engage you in combat. You gain advantage on melee attacks against that target, but all other foes (except your challenge target) gain advantage on attacks against you. If your target does not engage you (by making their save) or exits combat, you may drop your challenge without using an action. You may not change your challenge. You regain this ability after finishing a short rest.

RIPOSTE

At 10th level, when you use your Duelist's Defense ability and an opponent misses, you may make an immediate attack against your attacker as part of your reaction.

OPPORTUNE STRIKE

At 15th level, you learn how to identify and exploit flaws in your enemies' defenses. You gain advantage on opportunity attack rolls and gain a bonus to damage on opportunity attacks equal to your Intelligence modifier.

PERFECT STRIKES

At 18th level, you have become a master swordsman. You score critical hits on 19 and 20. In addition, whenever you deal a critical hit, add +1d6 to the base damage. This extra damage is doubled on the critical hit.

DRAGOON

The dragoon is a master of polearms and spears, trained from an early age to fight with polearms to devastating effect. They perform amazing leaps into the air, delivering devastating blows with their weapons as they land.

The dragoon is a powerful front-line fighter who charges into the fray of combat without fear, decimating enemy ranks.

Some nations have trained elite forces comprised entirely of the terrifyingly effective dragoon warriors. Other civilizations teach the dragoon weapon form in secret, allowing only those who are truly worthy to master the leaping spear techniques.



DRAGOON LEAP

At 3rd level, you gain advantage on all Strength (Athletics) checks made to jump when not wearing heavy armor. In addition, you are always considered to be making a running jump, even when you do not move prior to making a jump.

As a bonus action, you can make a high jump as part of an attack action, a maneuver known as the Dragoon Leap. If your attack after this leap hits, you gain a +1d6 damage bonus, plus an additional +1d6 for every ten feet into the air you leap when striking with a polearm or spear.

As part of the Dragoon Leap, if you strike an opponent, instead of inflicting the extra damage, you can attempt a shove attack to knock the target prone. If you choose the shove attack, you gain advantage on your Strength (Athletics) check.

HOW FAR CAN I JUMP?

You can leap a number of feet equal to your Strength score in feet as a running long jump, or 3 + your Strength modifier feet as a running high jump.

POLEARM MASTERY

At 7th level, you gain either the Polearm Master, Spear Mastery or Great Weapon Master feat (choose one).

FALL MASTERY

At 10th level, you ignore the first 10 feet of falling damage. You also gain resistance to falling damage when not wearing heavy armor. In addition, if you suffer no damage from a fall, you automatically land on your feet. The amount of falling distance you can ignore increases to 15 feet at 15th level, and 20 feet at 20th level.

TERMINAL VELOCITY

At 15th level, whenever you make a Dragoon Leap, your polearm or spear attacks deal critical hits on 19 and 20.

COMET STRIKE

At 18th level, when not wearing heavy armor you may declare a Dragoon Leap an automatic critical hit. You can use this ability once, and can do so again after finishing a long rest.

SYLVAN ELF SPEARMASTERS

Wild elves often make use of the dragoon archetype, but call themselves spearmasters, wielding a spear with terrible ferocity instead of a polearm.

DREADNAUGHT



Clad head to toe in plates of steel, the dreadnaught stands a veritable mountain of impenetrable defense. When the dreadnaught charges onto the battlefield, the earth trembles beneath their armored feet. Faced with the inability to harm such a foe, their enemies often break and run in fear. The dreadnaught cannot be stopped, cannot be resisted, and they shrug off all but the most powerful of blows.

MOUNTAIN OF STEEL

At 3rd level, while wearing heavy armor you reduce the damage you suffer from slashing, piercing, and bludgeoning damage from nonmagical weapons by an amount equal to your Constitution bonus.

Additionally, you automatically begin with one success whenever you must start making death saves.

FEAR OF FAILURE

At 7th level, if an attack fails to damage you, you may use your reaction to make a Strength (Intimidate) skill check against a DC of 8 + your opponent's proficiency bonus + opponent's Wisdom modifier. If you are successful, that opponent suffers disadvantage on all attacks made against you until the end of their next turn.

IMPENETRABLE DEFENSES

At 10th level, you treat all critical hits as normal hits while wearing heavy armor.

IMPROVED IMPENETRABLE DEFENSES

At 15th level, magical weapons no longer bypass your damage resistances. In addition, you add your Constitution bonus to all death saves.

UNYIELDING

At 18th level, when you suffer enough damage to be reduced to 0 hit points, you may spend a reaction to be reduced to 1 hit point instead.

ELDRITCH EXECUTIONER

The eldritch executioner is a slayer of magic users and a hunter of witches. They despise those that wield magic, holding a deep-rooted hatred against such creatures and using it to temper the fire of their attacks. The executioner learns how to identify and detect the arcane arts of the enemy, and a combination of training and sheer willpower helps them to resist magic in all its sinister forms.

MAGE SLAYER

At 3rd level, you gain the ability to cast *detect magic* at will as an action. In addition, you have advantage on attacks against creatures able to cast spells or use spell-like abilities. You also have advantage on saving throws to resist fear effects.



RESIST BEDEVILMENT

At 7th level, the eldritch executioner adds his Wisdom bonus (min. +1) on all saving throws against magic effects as an aura for himself and allies within 15'.

HAMMER THE WITCHES

At 10th level, you deal +1d6 damage against any spellcasting creature. In addition, you cast *dispel magic* against your target as a free action whenever you deal a critical hit in combat.

SILENCING STRIKE

At 15th level, when you strike a spellcasting creature, it must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier or be unable to perform the verbal components of any spell. Affected creatures gain a new save at the

beginning of their turn until they successfully make the save.

DISPELLING TOUCH

At 18th level, you can cast *dispel magic* at will as an action. After dispelling a spell effect, you gain 5 temporary hit points per level of spell effect dispelled. These temporary hit points last for one hour or until expended.

GHOST WARRIOR

The Ghost Warrior draws upon the collective wisdom, knowledge, and experience of a choir of ghosts. This choir remains bonded to them, invisible and silent until summoned, offering guidance until the warrior fulfills their destiny or perishes in battle. Such a choir includes ancestral spirits, as well as spirits of former protectors of their clan and legendary warriors slain in combat—and perhaps even an enemy or rival slain by their hand. When the Ghost Warrior needs insight or advice, they listen to these spirits and—if wise—heed their counsel. In those moments where the ghost warrior needs an edge against enemies, they allow one of the spirits to possess their body. When the time comes and the ghost warrior falls, then they become part of another warrior's choir, continuing the cycle of life and death.

GHOSTLY CHOIR

When you choose this archetype at 3rd level, you gain a collection of spirits known as a choir. These spirits, bound to you until your death, follow and watch over you. In times of danger or stress, you call upon one of these spirits to aid you. Each spirit offers a different benefit, but each demands a sacrifice in exchange for their help.

Ghosts. You gain the services of four ghosts of your choice, which are described below under “Spirits.” Each spirit provides a different benefit; some aid your attacks or defenses, while others help you with ability checks or saving throws. You can only benefit from one spirit per attack or action.

Under normal conditions (except as noted below), only you can see your choir or hear their voices. These spirits can, however, be detected by means of *detect magic*, and can be seen with a

gem of true seeing. The ghosts are not treated as undead or any type of creature—they cannot be attacked, harmed, exorcised, or banished.

Once you've gained a particular spirit's benefit, you cannot call upon that same spirit again until after you've completed a short or long rest.

Saving Throw. Some benefits provided by your ghostly choir call for your target to make a saving throw to avoid or resist the feature's effects. Calculate the saving throw DC as follows:

Spirit save DC = 8 + your proficiency bonus + your Wisdom modifier

THE SPIRIT PATH

At 3rd level, as long as you have at least one spirit you have not invoked, you gain proficiency in two skills chosen from History, Medicine, Religion, and Survival. If you have called upon all your spirits, you lose this feature until you complete a short or long rest.

GHOSTLY COUNSEL

When you achieve 7th level, as a free action you can call upon any one of your spirits to double your proficiency bonus in one skill of your choice, in place of the usual bonus that spirit provides.

GREATER SPIRIT CHOIR

Starting at 10th level, add three additional spirits to your choir. At 18th level, you gain an additional three spirits.

RESURGENCE

At 15th level, you regain access to two spirits of your choice if you have no spirits remaining to call upon when you roll initiative.

GHOSTS

When you add a spirit to your choir, select from those described below. Once you select a spirit, you cannot change it. If the GM allows, you can change one of your spirits for another when you gain a new fighter level.

Baresark. His rage clouds your mind, blocking your foe's honeyed words. You do not summon this spirit, but rather he appears unbidden. If you fail a saving throw against an effect that imposes the charmed condition, each round thereafter at

the beginning of your turn you may reroll the saving throw with advantage. If you succeed, the charm effect ends. If you fail, however, you suffer 1 hit point per level of damage. This feature continues until you break free of the charm or drop to 0 hit points—you cannot voluntarily end this feature.

Butcher. He bleeds your enemies of their vitality, granting it to you. You can invoke this spirit as a bonus action. Choose a number of enemies equal to your proficiency bonus that you can see within 30 feet. Each target must make a Constitution saving throw or suffer 2 points of necrotic damage. You regain half of this amount as temporary hit points.

Summoning the butcher counts as invoking two of your spirit uses.

Coward. He teaches you the value of fear and caution. If you take the disengage action to move away from an enemy, your speed increases by half for that round only.

Unlike the other spirits, you do not lose the coward feature after using him. Instead, choose one of your other ghostly choir. You instead lose that spirit's feature until you complete a short or long rest.

Crone. She peers a few moments ahead into your future and predicts what might happen. When an effect requires you to make a saving throw, as a reaction you can draw on this spirit and have advantage on that saving throw. If you cannot take a reaction, you cannot call upon the crone.

Fallen Hero. He bolsters your reserves and helps you overcome hopeless odds. When an attack would drop you to 0 hit points, as a reaction you can summon this spirit. You remain at 1 hit point, standing and conscious. If you take further damage that drops you to 0 hit points, you fall unconscious.

Healer. Her gentle touch alleviates pain and staunches wounds. When you invoke the healer as an action, you may expend a number of your available recovery hit dice equal to 1 plus 1

additional die per five levels, as part of that action.

Alternatively, you can ask the spirit to infuse one of your allies within 30 feet that you can see with the benefits of one of your recovery dice.

Hunter. This spirit guides your step, allowing you to move stealthily. Invoke this spirit as a bonus action to gain advantage on your next Dexterity (Stealth) check.

Maiden. She grants you a burst of speed. When you draw on this spirit, you can take dash as a bonus action.

Mentor. He goads, cajoles, and pushes you beyond your physical limits. Invoke this spirit as a bonus action to gain advantage on your next Strength or Constitution ability check.

Monster. The ghost of a ferocious monster now grudgingly aids your cause. When you invoke the monster as an action, choose a number of enemy creatures within 30 feet that you can see, to a maximum of your proficiency bonus. Each creature must make a Wisdom saving throw or become frightened for a number of rounds equal to your Wisdom modifier (minimum of 1).

Old Hand. He tells you what you need to hear after you've suffered a setback. When you call upon this spirit as a bonus action, you can ignore one condition you are suffering, or up to two levels of exhaustion, for a number of rounds equal to your Wisdom modifier (minimum of 1).

Protector. If an enemy creature attacks you with advantage because you are surprised, you can draw on this spirit as a reaction to negate that advantage. You are no longer surprised, and the attacker rolls his attack normally.

Rival. He infuses your attack with a ferocious burst of power. You invoke this spirit as a bonus action following a successful attack, thereby granting you one additional weapon damage die. The number of bonus damage dice increases to two when you reach 7th level, and then increases to three dice when you reach 14th level.

Shield-Brother. As an action, you summon the shield-brother. He protects your back and guards against threats. A ghostly, flickering image of a shield-bearing warrior appears adjacent to you for a number of rounds equal to your Wisdom modifier (minimum of 1). As long as the ghost remains, treat your armor class as if you wielded a shield.

Skald. She teaches you a rousing war cry to rally your comrades. As an action, each ally within 30 feet who can hear you can either automatically succeed at a death saving throw or remove one of the following conditions: charmed, frightened, poisoned, or one level of exhaustion. You gain no benefit from this feature.

Steed. A spectral horse appears at your side, plainly visible. You can summon your spectral steed as an action. Treat the mount as a riding horse. The mount remains for up to one hour per level, or until you dismiss it as a bonus action, whichever comes first. The mount only has 1 hit point.

Storyteller. Her song or poem inspires you when you need it most. You gain +1d4 temporary hit points. These hit points last for one minute and do not stack (use the greater value).

Unbound Slave. He grants desperate strength to help you gain freedom. If you are immobilized or restrained, call on this spirit as a bonus action to gain advantage on an ability or skill check to break free of that effect. This spirit cannot aid you against petrification effects.

Vigilant. She stands watch you while you rest. You can invoke this spirit as an action. The spirit remains on watch for up to 8 hours, guarding an area as described in the *alarm* spell. If the vigilant sounds the alarm, only you hear it.

GLADIATOR

The exultation that fills the soul the moment before combat begins. The feel of hot, bloody sand beneath the feet. Most of all, the roar of the crowd.

The gladiator revels in these things, gaining strength from the palpable fear of their enemies and the adulation of the audience. For the gladiator, defeating their foe isn't enough. The gladiator must defeat that foe and look impressive doing so. Winning a fight is just as much about instilling fear in your enemies—showmanship—as it is about tactics or weapon choice.



GLADIATORIAL COMBAT

At 3rd level, you gain proficiency in the Performance skill. You also know how to fight with flash, and your showmanship confounds your enemies. When unarmored or wearing light armor, you add your Charisma bonus (minimum +1) to your AC.

INSPIRING COMBATANT

At 7th level, you become so skilled at performance combat that you inspire your allies. You gain a number of inspiration dice equal to your Charisma modifier (minimum of 1). As a bonus action, you

may grant a d6 inspiration die to any ally within 30 feet. The ally may use the die as a bonus on any attack roll, damage roll, or ability check, but must use it before your next turn. You regain all expended inspiration dice following a short rest.

INSPIRING CRITICAL

At 10th level, your bloody attacks further inspire your allies. Your attacks with melee weapons deal critical hits on 19 and 20, and when you deal a critical hit, you may grant one of your inspiration dice as part of that action to an ally within 30 feet.

VERSATILITY

At 15th level, you are a practiced combatant, having fought many different foes and against a wide array of combat styles. You may change your combat style during a short rest, choosing a new fighter combat style each time you do. You lose the benefits of the previous combat style, but gain the benefits of the new style.

SHOWMAN OF DEATH

At 18th level, you have mastered the art of performing wild maneuvers in combat. You may add your Charisma bonus (minimum +1) to either attack or damage rolls with melee weapons. You must choose which before making an attack roll.

CHARISMATIC FIGHTERS

From a game mechanic standpoint, most fighter players often dump their lowest score into Charisma. After all, what good does it do them? An archetype like the Gladiator uses Charisma in several ways, giving you a good reason to treat it as something other than a dump stat.

From a story standpoint, it makes sense for a fighter to possess good Charisma. After all, battles are won or lost in the moment. An inspiring, charismatic warrior can turn the tide of combat, rallying troops when morale needs it most. Conversely, an uninspired leader can push troops into retreat or surrender even when victory seems within their grasp. Numerous are the tales and movies where a hero's rousing speech changes the course of battle!

GUARDIAN

In any battle, look to where the fighting is fiercest and there you will find the Guardian. By dint of skill, determination, and indomitable willpower, the Guardian stands as the focal point on the battlefield, drawing attacks to them and away from allies. Any enemy foolish enough to ignore the Guardian finds themselves punished for their negligence.

GUARDIAN'S CHALLENGE

Beginning at 3rd level, you learn how to keep an enemy's focus on you instead of your allies. As an action, you may challenge a creature within 30 feet that can see you. That opponent suffers disadvantage on any attack actions (including casting spells that require an attack roll) if they attack any target other than you for a number of rounds equal to your proficiency bonus. A creature can only be the subject of one challenge at a time. Starting at 10th level, you may challenge two creatures per use of this ability. Once you use this ability, you must finish a short or long rest before using it again.

STAGGERING BLOW

Beginning at 7th level, you can push your enemies back when you strike them. Any time you deal damage with a melee attack, you can also make a shove attack, with advantage, against the target as a bonus action.

THREATENING FOE

At 10th level, when an opponent adjacent to you makes an attack against one of your allies, you may make an opportunity attack against them.

AREA CONTROL

Beginning at 15th level, you have learned to control the movement of enemies around you. You make opportunity attacks at advantage. If a creature subject to your Guardian's Challenge provokes an opportunity attack from you that attack does not count as your reaction for the turn.

BRACE YOURSELF

At 18th level, you have become one with your armor, and can use it to keep you safer than others

can. As a reaction, you can reduce the damage of any attack against you or an adjacent ally that you are aware of by an amount equal to your armor class.

GUNSLINGER



The Gunslinger embraces that newest and most exotic of weapons, the firearm. They understand the arcane science behind gunpowder, and they appreciate the special care these weapons demand. Given how few weapon smiths know anything about guns, the Gunslinger learns how to craft and repair these marvels of technology for themselves. Other warriors, those who resist the inevitable, often refuse to give guns the proper respect. Once they encounter the Gunslinger—assuming they survive, of course—they learn to respect both the weapon and its wielder.

GUNNER

At 3rd level, you gain proficiency with firearms. In addition, you gain proficiency with Tinker's

Tools, allowing you to craft firearms and their ammunition.

LIGHTNING DRAW

At 7th level, you can draw or stow multiple firearms without spending an action. In addition, you gain advantage on initiative checks when drawing a firearm.

BLOOD AND BULLETS

At 10th level, after you attack once in a turn, you can use a bonus action to gain advantage on your next firearm attack made that same round.

In addition, whenever you have advantage on an attack roll with your firearm, you deal an additional die of base firearm damage.

QUICK RELOAD

At 15th level, you can reload a firearm as a Use an Object action.

DEADLY SHOT

At 18th level, your attacks deal critical hits on 19-20.

KNIGHT

Some warriors fight only for gold or for glory. They fight without honor, absent thought to any cause or banner. The knight, however, fights to bring honor and glory to the liege lord they serve. Guided by a code, blessed with privilege and prestige, the knight serves battle as their liege lord's representative on the field of battle. Whether charging on the back of a fearsome steed or wading into melee on foot, the knight stands among the ranks of elite soldiers.

KNIGHTHOOD

At 3rd level, you gain proficiency in Animal Handling. In addition, add half your proficiency bonus to Wisdom (Animal Handling) and Intelligence (History) checks.

You gain a mount as an animal companion. Choose a beast capable of being a mount that is no larger than Large with a challenge rating of 1/4 or lower. Add half your proficiency bonus to

the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your fighter level, whichever is higher.

MOUNT ACTION ECONOMY

We purposely left the mount's action economy out of the rules. I think that it should be up to the individual GM as to how that works. The beastmaster ranger got a lot of flak for not "feeling" right exactly because of this. Consult your GM on what is best for your group.

KNIGHT'S CHALLENGE

At 7th level, as a bonus action, you can challenge a single target within 60'. Against this target, you gain your Charisma bonus to attack rolls for 1 minute. You must rest before using this ability again.

CHARGING BLOW

At 10th level, if you make a melee attack while mounted against a non-mounted opponent and



move at least 30 feet, you deal +1d8 weapon damage on your next attack.

BANNER

At 15th level, your name and banner are symbols of hope and righteousness. This banner inspires and empowers those around you to greatness. All allies within 60 feet gain a bonus to attack rolls and saving throws equal to half your proficiency bonus as long as you are not reduced to 0 hit points or otherwise incapacitated.

DAUNTLESS CHARGE

At 18th level, whenever you make an attack while mounted against a non-mounted opponent, and move at least 30 feet, you gain advantage on your next attack. In addition, your mounted attacks score a critical hit on a roll of 19 or 20.

MASTER OF MANY BLADES

Flexibility is an asset on the battlefield, and the ability to change tactics quickly on the battlefield can mean the difference between life and death. It is for this reason that some fighters choose to focus specifically on versatile weapons, developing separate fighting styles depending on whether the weapon is wielded in one hand or two, and switching between them at a moment's notice.

VERSATILE ATTACKER

Beginning when you choose this archetype at 3rd level, you learn how to use versatile weapons to full effectiveness, capitalizing on the two different styles of combat they offer. Whenever you make an attack with a versatile weapon using only one hand, if you are not holding anything in your other hand, you may choose to gain disadvantage on the attack roll in order to impose disadvantage on their next attack against you, until the end of their next turn. Additionally, whenever you make an attack with a versatile weapon using both hands, you may choose to gain disadvantage on the attack roll in order to have the attack deal an additional 1d6 points of damage.

FLOAT AND STRIKE

Starting at 7th level, as long as you are wielding a versatile weapon in one hand and not holding

anything in your other hand, you gain a +1 bonus to AC that round. When you wield a versatile weapon with both hands, your attacks with that weapon deal 2 additional points of damage for that round. You can freely switch back and forth between turns.

SUDDEN SWITCH

Beginning at 10th level, you are able to switch between fighting one-handed and two-handed as a free action, taking your opponent off guard. When making an attack with a versatile weapon, you can change whether you wield it one-handed or two as part of the attack. If you do, and you use your Versatile Attacker class feature for that attack, you do not suffer disadvantage on the attack, but still gain the benefits of Versatile Attacker. Once this trick has been seen, it loses much of its effectiveness, and so you can use it only once per combat.

GREATER VERSATILE ATTACKER

At 15th level, when you use your Versatile Attacker class feature to attack with a versatile weapon one-handed, the target suffers disadvantage on all attacks made against you until the beginning of your next turn, rather than just the first. When you use your Versatile Attacker class feature to attack with a versatile weapon two-handed, the attack deals 2d6 additional points of damage, rather than 1d6.

VERSATILE CRITICAL

At 18th level, when wielding a versatile weapon in one hand, if you are holding nothing in your other hand, your attacks with the weapon score a critical hit on a roll of 19 or 20. Alternatively, when wielding a versatile weapon in both hands, whenever you score a critical hit, roll the damage dice three times and add them together, rather than rolling them twice.

MASTER THROWER

The Master Thrower dazzles their audience with feats of agility, twirling blades between fingers and switching from throwing axes to throwing knives with the skill of a stage magician. Once the weapon leaves the Master Thrower's hand, it becomes like a living, seeking thing. It slices

through the air to strike the tiniest of targets with pinpoint accuracy. The Master Thrower litters the battlefield with the pin-cushioned remains of enemies—and they do it with elegant style.

COMBAT SUPERIORITY

When you choose this archetype, you learn trick shots that are fueled by special dice called deftness dice.

Trick shots. You learn three Trick shots of your choice, which are detailed under the "Trick Shots" optional rules (see later section). Many Trick shots enhance an attack in some way. You can use only one trick shot per attack.

You learn two additional trick shots of your choice at 7th, 10th, and 15th level.

Deftness Dice. You have four deftness dice, which are d8s. A deftness die is expended when you use it. You regain all your expended deftness dice when you finish a short or long rest. You gain another deftness die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the trick shot's effects. The saving throw DC is calculated as follows:

Trick Shot Save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

AT ARM'S REACH

Through countless hours of practice, at 3rd level you can unsheathe and throw small weapons in one fluid motion.

BULLSEYE

At 7th level, when making a ranged attack with a throwing weapon that has either the light or finesse weapon property, you extend their normal and long ranges by 20 feet.

IMPROVED COMBAT SUPERIORITY

At 10th level, your deftness dice turn into d10s. At 18th level, they turn into d12s.

BLINDFOLDED

At 15th Level, your thrown attacks do not suffer disadvantage if you are unable to see your target. This does not negate cover. You must be within 30 feet and able to hear or otherwise be aware of any creature you cannot see, due to invisibility or blindness.



MISERICORDE

Warriors trained in this combat style favor speed, precision, and light weapons over brute force and slower, clumsier weapons. When they fight, the Misericorde often wields long, thin blades designed to pierce gaps in an opponent's armor. When they attack, they aim their strikes to weaken and fatigue the enemy, sapping that foe's ability to fight one splash of blood at a time. When the time comes for the coup de grace, the Misericorde delivers a quick, merciful killing strike.



FIND WEAKNESS

When you select this archetype at 3rd level, you gain the ability to identify flaws in a target's armor, combat style, or defenses. Select one enemy as your nemesis for the combat. As an action, make your choice of an opposed Wisdom (Insight) or (Perception) check against your nemesis. If you win the opposed roll, you gain advantage on your next

melee attack roll against that target. You can only use this feature against a single opponent per encounter.

If your attack hits, on your next turn as an action you can select one of the following melee strike maneuvers against your nemesis. If this initial attack misses, however, you cannot use a strike maneuver until after you hit with a standard melee attack.

You must be able to see your chosen nemesis in order to identify his weaknesses.

Saving Throws. If one of your strike maneuvers requires the target to make a saving throw to resist the attack's effects, determine the saving throw DC as follows:

Special Attack save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

STRIKE MANEUVERS

Launching a strike maneuver requires an action. Each maneuver involves making an attack roll and rolling damage against the target on a hit, but with an added effect.

Blinding Strike. If you hit, your target must make a Constitution saving throw or become temporarily blinded. The creature can attempt another saving throw at the end of each of its turns to remove the blinded condition, or it can spend an action to end the effect.

Brutal Strike. If you hit your target, you score an additional weapon die of damage.

Delay Foe. If your attack hits, your target must succeed at a Wisdom saving throw or its next turn is delayed until last in the initiative order. After the creature's next turn, it returns to its original place in the initiative order.

Demoralizing Display. If your attack hits, your nemesis must succeed at a Charisma saving throw or suffer disadvantage on its attacks until the end of its next turn.

Fatiguing Strike. If your attack hits, the target must make a Constitution saving throw or gain one level of exhaustion. If you accept disadvantage on your attack roll and hit, you can instead inflict two exhaustion levels if the target fails the save.

Flawed Defense. Your nemesis loses any Dexterity bonus to AC against your next attack.

Goadng Strike. You can move your opponent 5 feet in any direction you choose. This forced movement does not provoke opportunity attacks and cannot be used to maneuver your foe into dangerous terrain.

Hobbling Attack. If you hit, the creature must make a Constitution saving throw or have its speed reduced by one-half. The creature can attempt another saving throw at the end of each of its turns to end this effect.

Painful Strike. If your attack hits, the target must make a Constitution saving throw or else it suffers disadvantage on your choice of Strength, Dexterity, or Constitution saving throws and ability checks until the end of the creature's next turn. Creatures that do not feel pain (e.g., constructs and undead) are immune to this effect.

Vicious Wound. If your strike hits, your foe loses one weapon die's worth of damage from bleeding at the start of each of its turns. The creature or one of its allies can staunch the bleeding as an action. Creatures that don't bleed, such as constructs and undead, are immune to this effect.

SHARP EYE

Starting at 7th level, you gain a bonus equal to half your proficiency bonus to your Insight and Perception skills. In a combat situation, that bonus is doubled for any ability check using either skill.

IMPROVED CRITICAL

At 10th level, your weapon attacks score a critical hit on a roll of 19 or 20.

DEVASTATING ASSAULT

Starting at 15th level, as a bonus action, you can double either your Strength or Dexterity modifier to damage for every attack that round. This feature can be used once, and you regain spent uses after finishing a short or long rest.

OVERWHELMING STRIKE

Starting at 18th level, you ignore any damage resistance your nemesis has to your weapon attacks.

RAKE

When the rake enters combat, they observe one rule above all others: never fight fair. The Rake favors cunning and guile over brute strength. They use every dirty trick in their arsenal and take every possible advantage against the enemy, no matter how dishonorable or underhanded. Honor, decency, fairness, and fair play are wonderful concepts, but the Rake has a far simpler goal in mind: winning.

FEINT

Starting at 3rd level, you can make a feint as a bonus action. Make a Charisma (Deception) check against a creature. If successful, you gain advantage on your next attack against that target.

LIAR'S TONGUE

When you choose this archetype at 3rd level, you gain proficiency with the Charisma (Deception) skill. If you already have proficiency with this skill, double your proficiency bonus when using it.

RIPOSTE

Beginning at 7th level, you can respond to a melee attack with an attack. If a creature hits you with a melee attack, you can use your reaction to strike back, making a standard attack, but adding your Charisma modifier to both the attack and damage rolls.

HARASS

Beginning at 10th level, you can harass a creature and keep it distracted. Each turn as a bonus action, you can choose a single creature within melee range. That creature loses its Dexterity bonus to AC and on any saving throws it makes until the start of your next turn.

CRIPPLING STRIKE

Beginning at 15th level, whenever you deal melee damage to a creature, it takes a penalty to its own damage rolls equal to your Charisma modifier. This penalty lasts until the start of your next turn. This effect does not stack.

BEGUILING STRIKE

By 18th level you have learned how to leave your foes bewildered with every hit you land. Whenever you damage a creature with a critical hit, it must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be stunned until the beginning of your next turn.

REACH SPECIALIST

It is a maxim of combat that those who strike first often strike last. The Reach Specialist epitomizes this philosophy. Armed with pike, spear, or similar pole arm, they stand at the ready, poised to strike, and await the enemy's charge. When the enemy dares come too close, the Reach Specialist lashes out like a viper, striking the enemy first and, hopefully, last.

FIRST STRIKE

Beginning when you choose this archetype at 3rd level, you learn to use reach weapons to strike opponents before they can strike you. Whenever a creature first moves into your reach, as long as you are wielding a reach weapon, you can make an opportunity attack. Anything that would normally prevent you from making an opportunity attack (including if the creature used the disengage action) also prevents you from making an opportunity attack in this way.

PIERCING STRIKE

Starting at 7th level, as long as you are wielding a reach weapon, you can make a special strike, allowing you to attack two opponents with a single strike. When taking the attack action, if you attack an adjacent target and hit, apply the same attack roll and damage against another creature adjacent to the first one.

TACTICAL STEP

Beginning at 10th level, whenever a creature moves adjacent to you, you can move 5 feet as a reaction. This movement does not provoke opportunity attacks.

MANEUVERING STRIKE

Beginning at 15th level, when you attack with a reach weapon, you can choose to make one of your attacks as a Maneuvering Strike, allowing you to maneuver your target. If the attack hits, it deals damage as normal and also allows you to move the target 10 feet. The target must remain within your reach at all times during this movement. This movement does not provoke opportunity attacks.

FULCRUM FIGHTING

At 18th level, you are able to use the shaft of a reach weapon to put more power into your blows. While wielding a reach weapon, whenever you hit a creature that is at least 5 feet away, you deal additional weapon damage equal to your proficiency bonus.

RUNEBLADE



In ancient times, humanity knelt at the precipice of extinction. Lacking the innate talents enjoyed by elves, dwarves, and other creatures, humans faced a grim future in a cruel, hostile world. A powerful being—a god, a titan, the first druid, a fallen angel, or perhaps an archdevil, forged a series of magic blades and gave these mighty weapons to mankind's surviving heroes. Each of these swords, known as runeblades for the sigils etched into their steel, possesses different powers. The heroes who wielded the first runeblades went on to carve their sagas across the pages of history.

Although most runeblades have vanished or been destroyed, a handful yet survive. When fate or some hidden power intervenes, one of these potent weapons finds its way into the hands of a new hero. The warrior entrusted with a runeblade faces a dangerous—and often brief—life, for he carries in his hands the power to change not only his destiny, but the destiny of entire civilizations. Each blade possesses unique powers, and it is said that the runes provide magic to suit the individual wielding it. Whether these legends are true, one cannot deny the raw power and deadly combat magic of a Runeblade wielder.

RUNEBLADE LEGACY

When you choose this archetype at 3rd level, you acquire a runed blade of a type of your choice. Work with your GM to determine how you came to possess the blade—was it a gift, a trophy taken in battle, did you steal it, or did you find it? You and your GM should create a name for your weapon as it is a unique magic item.

Owning a runeblade represents a serious commitment; there is no shortage of people and monsters willing to murder you to possess this weapon.

Each runeblade possesses sentience, a fact you learn when the blade accepts you as its wielder. Once you accept the blade, you become bonded to it for life, or until you disgrace the weapon.

FIRST RUNES

Starting at 3rd level, your runeblade carries two runes carved into its blade; all runeblades come with the same first two runes. As you gain levels, your blade acquires additional runes. Each rune

provides a different feature. The first runes are described below.

Bound Blade. The sword is bonded to your soul. This bond exists until you die or the sword abandons you for disgracing it. You can call the blade to your hand by speaking its name as an action. The sword appears in your hand the next round, regardless of distance separating you from it, or what means are taken to restrain the blade. This feature recharges after you finish a long rest.

Lore Rune. Your sword has observed centuries of epic events and has much to teach, whispering its ancient knowledge into your mind. As long as the sword remains on your person, you are considered to have proficiency in your choice of Arcana, History, Nature, or Religion.

RESTRICTIONS AND TABOOS

A runeblade carries a few restrictions and taboos or rituals you must observe. If you disregard these, you lose access to some or all the weapon's runes. If you push the sword too far with such disrespect, it may abandon you. If this occurs, you lose the runeblade and thereafter become a fighter of a different archetype.

The restrictions associated with being a runeblade wielder are described below.

Jealous Devotion. You may not own or wield another magical sword. If you grip another magical sword, the runeblade pulses an empathic surge of jealous anger at you; if you disregard this warning, you lose access to the blade's runes until you discard the offending weapon. You can, if done with proper respect, own a magical weapon other than a sword. If you wield this weapon, it must always be in your off-hand.

Obsessive Care. You must care for your runeblade with religious devotion. Clean, sharpen, and oil the blade after every use. Purchase for it the best scabbard gold can buy. Never use it for mundane tasks such as chopping wood or whittling on sticks. Do not allow other people to use the runeblade except under extreme circumstances.

Ongoing Legend. Once per level, commission a bard to write a song, poem, or saga regarding your runeblade. Provide her with your patronage and support so she can perform her work across the land. The amount of gold you spend should be approximately 100 gp per character level, although your runeblade always appreciates greater generosity on its behalf.

Punishment. If you ignore or otherwise disregard a taboo, a ritual, or one of the expectations described above, the runeblade blocks your access to one of the highest-level runes available to you. For each day you continue this disrespect, you lose access to another of your highest-level runes. Should you lose access to all available runes, you have disgraced your blade and it leaves your possession, at which point you must either find a way to atone or become another fighter archetype (most likely Champion). The GM has final say as to what atonement might be required, but it usually involves a major quest or mission.

Taboos and Rituals. Your runeblade imposes a taboo on you, or requires you to perform a regular, set ritual in its honor. To you, this taboo may make little sense, but the blade expects you to observe these expectations. Here are a few suggestions, but feel free to create your own.

- Abstain from alcoholic beverages.
- Donate a tithe of your wealth to a worthy cause.
- If you draw the runeblade and fail to use it in battle, you must cut yourself for 2 hp of damage to honor the weapon.
- Never cut your hair.
- One day in seven, perform a purification ritual of fasting and meditation.
- Perform a purification ritual for your runeblade at the end of the day (performed as part of a short or long rest).
- Remain chaste.
- Select one creature type, including aberration, fiend, or undead. After you've used the runeblade against a creature of that type, you must spend a bonus action the round after the creature falls cleaning your sword.
- Whisper a quick prayer each time you draw or sheathe the runeblade.
- Compose a constantly evolving song, poem, or ballad to honor the best (and worst) of your enemies.

LEAST RUNES

In addition to the runes described above, at 3rd level two additional runes appear on the weapon, chosen from the list below.

Blade Ward. As an action, you can cast *blade ward*. At 10th level, you can activate this rune as a bonus action.

Earth Rune. You can activate this rune as a bonus action. Upon so doing, you gain resistance to your choice of one of the following damage types: acid, cold, fire, lightning, or thunder. This benefit lasts up to 1 minute and recharges after a short or long rest. In addition, as long as this rune remains in effect, you automatically stabilize if you fall to 0 hit points.

At 10th level, you can gain two different resistances, or you can gain immunity to one damage type, as long as the rune remains active.

Eye of Night. As long as you grip the runeblade, you possess darkvision. You can see in dim light to a range of 60 feet as if it were bright light, and you can see in darkness as if it were dim light. You can't discern color in darkness—you only see in shades of gray.

At 10th level, the range of your darkvision extends to 90 feet.

Fire Rune. Flames wreath the blade upon your command as a bonus action. While ablaze, the sword inflicts an extra 1d6 of fire damage to any target it strikes and grants the bearer resistance to cold damage. The flames last for up to 1 minute, although you can extinguish them as a bonus action. The flames illuminate the surrounding area with bright light in a 10-foot radius, with dim light out to another 10 feet. This feature recharges after a short or long rest.

The extra fire damage increases to 2d6 at 5th level, 3d6 at 10th level and 4d6 at 15th level.

Frost Rune. When you activate this rune as a bonus action, the sword inflicts an extra 1d6 cold damage on a hit. In addition, you gain resistance to fire damage as long as you grip the sword. This feature can be used once, lasts for up to 1 minute, and recharges following a short or long rest. At 10th level, the cold damage increases to 2d6, and at 15th level, this increases to 3d6.

Good Fortune Rune. Whenever you make an attack roll, ability check, or saving throw, you can activate this rune to roll an additional d20. You can choose which of the two rolls to accept as the result. You can use this feature once, and it recharges after you finish a short or long rest.

At 10th level, you can use this feature twice before it needs to recharge.

Light Rune. As a bonus action, you can command the blade to shed light equal to that of the *light* spell. You can dismiss the light as a bonus

action. As an action, you can command the blade to emit light as per the *daylight* spell. This can be done once, and recharges after a short or long rest. At 10th level, this feature allows you to inflict an additional 1d6 of radiant damage upon each successful hit, and at 15th level, this increases to 2d6 radiant damage.

Lightning Rune. Upon command as an action, the sword unleashes a lightning bolt in a line 5 feet wide that extends from the sword tip to a target within 120 feet. Each creature caught in the line must make a Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful save. This feature can be used once, and recharges after a long rest. Starting at 10th level, this feature also recharges following a short rest.

Hunter's Rune. As a bonus action, you can mark an enemy creature for the combat, as described in the *hunter's mark* spell. You only gain the extra damage when attacking with your runeblade. This feature lasts up to 1 hour.

At 10th level, this feature lasts up to 8 hours.

Portal Rune. You can make short-range teleports as a bonus action, as described in the *misty step* spell. This feature can be used once, and recharges following a long rest.

At 10th level, this feature also recharges after a short rest.

Shield Rune. So long as you wield the runeblade, you are considered to be wielding a shield. If you already wield a shield, this rune provides no benefit.

At 10th level, you can cast the *shield* spell once as a reaction. It recharges after a short or long rest.

Skirmisher Rune. Upon activating this rune as a bonus action, you can take the Dash action. This feature recharges after a short or long rest.

At 10th level, your speed also increases by 10 feet as long as you carry the blade in hand.

Thunder Rune. When you activate this rune as a bonus action and then attack, you imbue the runeblade with the effects of the *thunderous smite* spell.

Wind Rune. As an action on your command, the sword unleashes *gust of wind*, as per the spell. This feature recharges after a short or long rest.

At 10th level, you can cast *fly* once as an action. This ability lasts up to 10 minutes and recharges following a long rest.

LESSER RUNES

At 7th level, the runeblade gains the Ensorcelled Blade and one additional rune, chosen from the list above or from those described here.

Ensorcelled Blade. All runeblades acquire this rune when you reach 7th level. The sword becomes a magical weapon for purpose of overcoming damage resistance and immunity to nonmagical attacks and damage.

Mana Drinker. As an action, you can cast *dispel magic* against one creature, object, or magical effect within your sword's reach. Use your choice of Wisdom or Charisma as your ability check against the magical effect's DC (10 + the spell's level). If your ability check succeeds, you end the magical effect or remove it from the creature, object, or area. Unlike the spell, you must make this roll for any level of effect you are trying to terminate, not just those of 4th level and higher.

Night Rune. As a bonus action, your runeblade creates a zone of darkness that extends in a 15-foot-radius sphere for up to 1 minute. The darkness spreads around corners. Other creatures cannot see through this darkness, even if they possess darkvision. Magical light does not illuminate this zone. You, however, can see through the darkness as if it wasn't there. This feature can be used once, and recharges following a short or long rest.

Purifying Flame. With a touch of the blade, you can eliminate poison or disease from yourself or another creature. When you activate this rune as an action, the blade becomes white-hot. The subject takes 1d8 of fire damage, but can then reroll a saving throw to eliminate the poisoned condition or a disease afflicting it. If the target fails this saving throw, you can make one more attempt. At this time the creature takes 2d8 of fire damage, but rolls the saving throw with advantage. If the target fails this saving throw, then this feature provides no benefit until after 24 hours. Once used, you must finish a long rest to recharge it.

Devourer of Souls. You can activate this rune as a bonus action and it remains in effect for up to 1 minute. Each time you strike a target with the runeblade and inflict damage, you gain 6 temporary hit points. As usual, temporary hit points do not stack. The temporary hit points last until removed through damage or 1 hour after you activate this rune, whichever comes first.

At 15th level, a hit against your nemesis grants you 9 temporary hit points.

GREATER RUNES

At 10th level, the runeblade gains two additional runes. You may select these runes from those described below, as well as from previous lists.

Bane. Choose one creature type from the following: aberration, construct, dragon, fey, fiend, giant, humanoid, monstrosity, or undead. Against creatures of the chosen type, you do an additional 1d6 damage with your runeblade.

You can select this rune multiple times; each time, choose another creature type for the bane.

Quick Strike. When you activate this rune as an action, you gain the benefits of the *haste* spell. The effect lasts up to 1 minute. This feature recharges following a long rest.

Razor's Edge. Your weapon attack with the runeblade scores a critical hit on a roll of 19-20.

LEGENDARY RUNES

Upon achieving 15th level, select two more runes your blade acquires, chosen from those described below and any of the previous lists. None of the options described below provide a magic weapon bonus (i.e., +1, +2, or +3).

Bringer of Ruin. When you strike a creature of good alignment with your runeblade, you inflict an additional 2d6 damage.

Harbinger of Chaos. When you strike a creature of lawful alignment with your runeblade, you inflict an additional 2d6 damage.

Lawgiver. When you strike a creature of chaotic alignment with your runeblade, you inflict an additional 2d6 damage.

Avenger. When you strike a creature of evil alignment with your runeblade, you inflict an additional 2d6 damage.

DESIGN OPTIONS

If your campaign assumes that characters will possess magic weapons with a plus to hit and damage at a certain average level, then you should allow the Runeblade Wielder to use the *Ensoceled Blade* rune to make his weapon +1. Then, at 10th level, he can use another of his runes to make the weapon +2. Finally, at 15th level, he can use another rune to make his weapon +3. This might help reduce the sting a player may feel at not being able to acquire a shiny magic sword as part of treasure or some other reward.

Also as you may notice, the Runeblade Wielder devotes himself entirely to his runeblade, and that

weapon restricts how he can use other weapons (he can't own another magic sword) and in what fashion (he can only wield a different weapon in his off-hand).

SAMURAI

The samurai is a militaristic servant of a great leader, one who follows a strict code of adherence and is practiced in a number of martial and artistic doctrines. They live their lives by an honorable code, which dictates how they live, fight and die. Masters of the art of warfare, they blend the art of combat into a single, deadly function.



WAY OF THE WARRIOR

At 3rd level, the samurai gains proficiency with the katana. He can use longswords and katanas as finesse weapons. Samurai also gain the optional Honor statistic (see the DMG) and must hold loyalty, courage, veracity, compassion and honor as important, above all else.

In addition, choose one of the following abilities:

One Cut. As a bonus action, a samurai wielding a longsword (or katana) can make a single attack with their weapon against two adjacent foes within reach simultaneously. Use the single attack roll and damage against both targets.

Mounted Archer. You suffer no penalties for firing ranged weapons from the back of a mount.

Courtier. You gain a bonus equal to half of your proficiency bonus on all Insight and Persuasion skill checks.

KI POWERS

At 7th level, the samurai has learned to harness his ki, a vast reservoir of inner spiritual strength. Choose from one of the following powers:

Kiai Strike. You can perform a kiai strike. When doing so, you add your Charisma bonus to attack and damage rolls.

Kiai Shout. You can perform a kiai shout. When you do, all enemies that can see and hear you within 30 feet must succeed at a Wisdom save or become frightened of you for a number of rounds equal to your Charisma modifier.

Ki Awareness. You may enter a Ki Awareness state as a bonus action. Entering this state allows imposes disadvantage on all attacks against and grants you advantage on Dexterity saves for one round.

Whichever ability you choose, you can use it once, and you must finish a short or long rest to do so again. At 10th, 15th, and 18th level you can perform that ability one additional time per rest.

DEATH BEFORE DISHONOR

At 10th level, the samurai's code of honor is so strong he is much less likely to succumb to mundane temptations and even magical enchantments find it difficult to ensnare him. You gain proficiency with Wisdom saves. If you are already proficient with Wisdom saves, you instead

gain a bonus of half your proficiency bonus to Wisdom saves.

BANNER

At 15th level, the samurai's name and banner are symbols of hope and righteousness. This banner serves to inspire and empower those around the samurai to greatness. All allies within 60' gain +5 temporary hit points and a +1d4 bonus to attack rolls. These benefits last for one hour or as long as the samurai is not reduced to 0 hit points, incapacitated or dead, whichever comes first. These bonuses do not stack with other bonuses to attacks or temporary hit points.

DEATHSTROKE

At 18th level, whenever the samurai attacks with a shortsword, longsword, katana or bow, his weapons deal critical hits on natural 18s, 19s and 20s.

SAMURAI CODE

The code of the samurai is one of the balancing factors of the archetype. GMs should make sure that characters are living true to their archetype's nature, and if not, ensure there are consequences. Other samurai will not stand for those tarnishing their reputation and bringing dishonor to their name. This is not to say there may not be evil samurai, rather that the code must be observed. Different factions of samurai may have varying codes as well. It's not difficult to envision a faction of lawful evil hobgoblin samurai.

SELLSWORD

The Sellsword has one goal—survival by any means necessary. After all, if you don't survive, you don't get paid. If you don't get paid, then why risk your life in the first place? These tenacious warriors are masters of pain, both in dealing it and withstanding all their enemies can inflict. Few souls have faced death more than a grizzled Sellsword. Those who oppose a Sellsword can see their doom—a doom reflected in the gimlet eyes of a brutally efficient killer. Woe be upon those who knowingly face such a foe.



DIRTY FIGHTING

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack as long as you had advantage on the attack roll. Unlike a rogue, you may use any weapon, and are not restricted to finesse or ranged weapons.

You don't need to have advantage on the attack if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The extra damage you cause with Dirty Fighting increases as you increase your fighter level, becoming 2d6 at 7th level, 3d6 at 10th, 4d6 at 15th, and 5d6 at 18th.

FEET IN BOTH WORLDS

At 3rd level, you gain proficiency in Survival and your choice of Deception or Persuasion.

HARDER THAN ADVERTISED

At 7th level, after any paying adventure work you can make either a DC 20 Charisma (Persuasion or Deception) check to convince the patron to increase the group's pay by 10%.

EVER READY

At 10th level, you gain advantage on initiative checks. At 18th level, any time you would roll for initiative instead treat it as if the roll was a natural 20.

CHEAT DEATH

At 15th level, when you roll a 1 on a death save it only counts as one failure rather than two. When you roll a 20 on a death save you regain your level in hit points rather than just 1 hit point. In addition, if an attack drops you to 0 hit points without killing you outright, you can spend a reaction to remain conscious until the end of your next turn.

SHIELD MASTER

In the hands of a competent warrior, a shield often proves the difference between life and death. Wielded by a Shield Master, the shield becomes the ultimate form of both defense and offense. With shield on arm and weapon in hand, this highly trained fighter alternates between striking their foes and blocking attacks. They weave in and out of combat, their shield an extension of their will and strength. The shield acts like a wall one moment, turning aside blows and trapping weapons, only to become a hammer in the next moment, slamming into foes like a battering ram.

This archetype shares elements in common with the Battle Master, including the use of Armament dice and special maneuvers.

SHIELD MANEUVERS

At 3rd level when you select this archetype, you learn special shield maneuvers powered by armament dice.

You gain your choice of three maneuvers, described below. These maneuvers take full advantage of the shield as both a tool of defense as well as offense. You can only use one maneuver per round.

You gain two more maneuvers of your choice at 7th, 10th, and 15th level. Each time, you can also replace one maneuver you know with a different maneuver.

Armament Dice. You have four d8 armament dice. An armament die is expended when you use it. You regain all spent armament dice following a short or long rest.

Saving Throws. If one of these maneuvers calls for a saving throw to resist the effects, use the following calculation to determine the saving throw DC:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

SHIELD BASH

Starting at 3rd level, you can make a shield bash attack as a bonus action as if you were attacking with your off-

hand. This attack deals 1d4 points of damage plus



your Strength modifier. You do not need to wield a light weapon in your main hand.

ARMORER

When you reach 3rd level, you gain proficiency with artisan's (smith) tools. In addition, when repairing or fashioning a shield or piece of armor, add half your proficiency bonus (round up) to your skill check.

IMPROVED PROTECTION

Also at 3rd level, if you chose the Protection fighting style, the way it functions changes. As a reaction, you can force the attacker to reroll one weapon attack that hits an ally adjacent to you. If you do not choose the Protection style, this has no additional effect.

DEFENSIVE POSTURE

Beginning at 7th level, as a bonus action you can select one opponent you can see. Your shield's armor bonus improves by +1 against that opponent's weapon attacks. You must spend a bonus action each round to gain this benefit, or to apply it to a different opponent.

In addition, when you make a shield bash attack with your off-hand, add your Strength modifier to the damage.

MANEUVERS

The Shield Master's maneuvers are described in alphabetical order.

Barrier Defense. As a reaction, expend an armament die. If you are caught in a damaging area effect, you receive advantage on your Dexterity saving throw. In addition, subtract the results of your armament die from any damage you sustain.

Brutal Crush. If you hit an enemy with a shield bash, expend an armament die. You inflict 1d6 plus the armament die roll plus your Strength modifier (minimum of 1) in bludgeoning damage.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one armament die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the armament die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Defensive Wall. When an attacker damages you with a ranged attack, you can use your reaction to

expend one armament die to reduce the damage by the number you roll plus your shield's Armor Class bonus, including any magical bonuses it provides.

Disruptive Swipe. Expend an armament die and make a shield bash against a creature maintaining concentration on a spell. You inflict 1d6 plus your Strength modifier in bludgeoning damage. The creature suffers disadvantage on its Constitution saving throw to maintain concentration.

Edge Strike. Make a shield bash against an opponent and expend an armament die. You inflict 1d4 plus the result of the armament dice roll plus your Strength modifier in bludgeoning damage. In addition, your opponent must succeed at a Constitution saving throw or become either blinded or deafened (your choice). This effect lasts until the end of the target's next turn.

Insurmountable Defense. If you don't move during a round, you can use a bonus action to expend an armament die. Your Armor Class increases by that amount until the start of your next turn. If you move during that time, you lose this benefit.

Pinning Strike. You make a grapple check with your shield against an opponent, but instead of rolling a standard attack, make an opposed grapple check against the target. Roll your armament die and add it to this check. If you win, your opponent loses the use of one of its limbs until you end the grapple or it breaks free. Thus, the creature either loses the use of its main weapon, or the use of its off-hand. If the creature held a shield in the pinned limb, it loses its shield bonus to Armor Class. If you make any other shield attacks or use another of these maneuvers, the grapple automatically ends.

Shield Slam. Make a shove attack against a target as a bonus action. Roll an armament die. You inflict 1d6 plus your Strength modifier in bludgeoning damage. In addition, when you roll your opposed Strength (Athletics) check to knock your target prone or push it 5 feet away, add the result of your armament die to your check.

Sweeping Shield. As an action, expend an armament die to make an attack roll against each of up to three enemies adjacent to you. Each hit does 1d6 plus your Strength bonus in bludgeoning damage.

Swift Block. As a reaction, use your shield to block an enemy creature's attack against you or an adjacent ally. The attack suffers disadvantage. If this attack hits, you may expend one armament die and subtract the results of the roll from the damage inflicted.

If you have the Protection fighting style, you can wait to see if the attack will hit before you perform this maneuver. In addition, the amount of damage you subtract equals double the results of your armament die.

IMPROVED COMBAT SUPERIORITY

When you reach 10th level, your armament dice turn into d10s. At 18th level, they turn into d12s.

In addition, whenever you hit with a shield bash attack, add your shield's Armor Class bonus to the damage inflicted.

RELENTLESS

At 15th level, when you roll for initiative and have no armament dice left, you regain 1 armament die.

DAMAGE DEFLECTION

At 18th level, as a reaction you can reduce the amount of bludgeoning, piercing, or slashing damage you suffer from an attack by an amount equal to your shield's AC bonus plus your proficiency bonus.

TACTICIAN

Battles are often won or lost before they ever begin. A brutish thug or ignorant warrior charges into combat without regard to terrain or obstacles. The Tactician, on the other hand, analyzes the battlefield, conducting the fight in their mind's eye before the action begins. Once combat is joined, the Tactician adapts and adjusts to the changing tempo. By means of brain over brawn, the Tactician defeats their enemies, often before the first blow is struck.

BRILLIANT STRATEGIST

At 3rd level, add your Intelligence modifier to all initiative checks. A number of allies equal to your Intelligence modifier within 60 feet of you also gain a bonus equal to half your Intelligence modifier (rounded down, minimum +0).



COMMANDER'S CALL

At 7th level, when you take the Help action, you can aid a number of allies within 60 feet equal to your Intelligence modifier.

DIRECTED ASSAULT

At 10th level, as a bonus action, you direct an ally you can see within 60 feet to perform an attack action. That ally can take a single attack action or move up to 15 feet on your turn. This movement does not provoke opportunity attacks. If attacking, your ally gains a bonus to that attack roll equal to your Intelligence modifier (min. +0).

MARSHAL TROOPS

At 15th level, any allies within 60 feet who can hear or see you gain an immediate saving throw to end any fear effect they currently suffer with a bonus equal to your Intelligence modifier. In addition, a number of allies equal to your Intelligence modifier may expend a recovery die as a reaction.

DECISIVE TACTICS

At 18th level, when you use your Action Surge feature, you can instead grant the additional action to any ally you can see within 60 feet.

CANNY FIGHTERS

Both the Tactician and the Duelist benefit from having a high Intelligence score. Often, players consider Intelligence a good “dump stat” during character creation—how many fighters end up with a score of 8 in this ability?

If you think about it, any fighter worthy of the name should have at least average, if not above average, Intelligence. Sure, your warrior may not possess book smarts, but the best fighters enjoy a measure of canny tactical acumen and battlefield cunning. Next time you create a fighter, try playing one with some brains!

WEAPON MASTER

The Weapon Master devotes their training to a single weapon to the exclusion of all others. This signature weapon becomes an extension of their mind, body, and spirit, a true part of their soul. Once the Weapon Master enters combat, their absolute dedication to their signature weapon becomes apparent to enemies and allies alike. Weapon Master and weapon cease to be distinct, separate entities. They bond, becoming a single—and unstoppable—instrument of death.

SIGNATURE WEAPON

At 3rd level, you forego the use of all other weapons, choosing one weapon as your signature martial focus. Add half your proficiency bonus to all attack rolls with your signature weapon. Should you wield another weapon of any type, you do so with disadvantage.

In addition, any time an attack or effect would cause you to drop your weapon, you may choose to keep hold of it so long as you remain conscious.

PRACTICED DEFENSE

At 7th level, while wielding your signature weapon, you gain a +1 bonus to AC.

FIGHTER BACKGROUNDS

PERFECT CUT

At 10th level, you gain your signature weapon bonus to damage as well as attack rolls. You deal critical hits on a roll of 19 and 20.

AWAKENED SOUL

At 15th level, you have forged a deep spiritual bond with your weapon, investing a portion of your own spiritual energy into the weapon. The chosen weapon awakens, becoming a magical +2 weapon.

SUPREME WEAPON MASTERY

At 18th level, your signature weapon deals critical hits on 18, 19 and 20 and an additional +2d6 damage on critical hits.



BATTLE BORN

You were born, bred, and trained for combat. From the earliest age, you learned how to fight, how to kill, and how to survive. You survived the most intense, brutal, and extreme training imaginable, all aimed at one purpose: to turn you into a war machine. Whether your parents willingly gave you over to the war masters upon your birth, or you were sold as a slave into the legion, your life has never been your own until now.

When creating a battle-born, collaborate with your GM to create a suitable organization, order, or cult responsible for raising and training you. You may have belonged to a religious group, the king's secret army, a slave master who sells his soldiers to the highest bidder, or a military unit controlled by a secret society of mages. As a battle-born, you fought and killed those who you were told were your enemies, but you almost never understood the reasons or the cause.

In designing your backstory, consider a few questions. Do you know who your parents or family were? Do you know where you came from, and if so, where? Who was the most influential of your trainers? Did this instructor treat you and your fellow soldiers with strict discipline or harsh cruelty? Describe the worst battle you fought in, and come up with a few details about the other soldiers who fought and died at your side.

Beyond your experiences during training and your early battles, you should also consider how and why your character earned (or took) his freedom. Did you fulfill an oath or contract of service, were you discharged due to wounds or trauma, or perhaps one day you simply grew tired of the killing and deserted? The method of your discharge from service offers a few hints as to whether your character is wanted as a deserter, a fugitive, or a war criminal.

Now that your life encompasses more than endless warfare, how well are you adjusting to “civilian”

life? What gaps do you suffer in your social skills and etiquette? How do you handle unusual situations and interactions, especially those where violence is the wrong solution? Are you awkward and withdrawn, or are you boisterous and outgoing?

Answering these questions helps not only build your backstory, but also helps enrich the campaign as a whole.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: An iron collar identifying your unit and designation, a memento taken from a vanquished foe (an ear, a rank insignia, a necklace, or a shred of a banner), a set of common clothes, and a pouch containing 10 gp

Feature: Combat Sense

You grew up on the field of battle, and as a result you possess the exceptional ability to assess the surrounding terrain in the blink of an eye. Before combat begins, if you have a round to study the local landscape you instinctively understand the best places to locate cover, you identify difficult terrain, and you can make a Wisdom (Perception) check to spot difficult-to-see potential hazards, such as quicksand, thin ice, and camouflaged pits. You also notice the best, most tactically appropriate ambush sites.

Suggested Characteristics

With rare exception, battle-born live and die having never tasted freedom or independence. They spend their lives from birth until death as virtual slaves as part of a tightly interwoven brotherhood (or sisterhood). As a result, most battle-born tend to obey orders instinctively, seldom questioning the reasons behind a command. The combination of brutal training, indoctrination into the battle-born way of life, and a constant diet of combat leaves the typical battle-born intensely loyal, obedient to a fault, unflinchingly brave, and a complete and total child when it comes to social graces. Most battle-born never have the chance to adapt to the civilian lifestyle, and those who do earn such a chance often find it difficult to fit in.

D8 Personality Trait	
1	I detest soft living and a lull in the action; it makes me agitated and cranky.
2	I approach every situation as if combat were imminent.
3	Humor is a difficult concept for me to understand.
4	Death and I are old friends. Its approach brings me no fear, but it makes me reckless.
5	I once strangled a monster with my bare hands to save my comrades, and I won't hesitate to do the same for my new allies.
6	Crowds make me nervous, and my hand never strays far from my weapon.
7	After a life devoid of freedom, I want to experience every sight, smell, and sound for myself.
8	Lying is an art that eludes me, and I prefer to tell the blunt truth at all times.

D6 Ideal	
1	Loyalty. You dedicate your life to your shield-mates, and you never abandon them. (Lawful)
2	Freedom. My days of following orders blindly are over. I'll never accept servitude again. (Chaotic)
3	Justice. I want to liberate all slaves, making certain no one ever experiences what I've experienced. (Good)
4	Duty. Our job is to obey our superiors and carry out their orders--do not question those who command us. (Lawful)
5	Might. I will use my skills and my strength to wring what I want out of life, and damn the costs. (Evil)
6	Independence. I fight for my comrades, but I no longer fight for anyone else's cause. (Neutral)

D6 Bond	
1	One day, I will find my family and learn about why they gave me away.
2	I seek to serve a worthy cause, to fight for my beliefs, and to make a true difference in the world.
3	Those who imprison and enslave others must be punished, regardless of the cost.
4	Everything I do is in service to my comrades. They are my family and my world.
5	A monster devastated my former unit, and I have sworn vengeance against it.
6	During my time as a warrior, I committed terrible deeds. If I am to know peace, I must atone for those sins.

D6	Flaw
1	I'm hopelessly awkward in social situations; I often say the wrong thing at the worst time.
2	Violence and conflict are how I solve challenges. I am the hammer, and every problem I see is a nail.
3	Expressing myself often proves difficult, and I tend to keep to myself.
4	When I see a nobleman or a slaver, I want to choke the life from their miserable bodies.
5	If you've never fought and bled in combat, your opinions are worthless.
6	I can't get enough of life's indulgences, pleasures, and vices. So much to experience, and so little time!

BLACKSMITH

War never changes. There are winners and losers. Madmen and kings. Generals and pawns. They all require one thing in order to fight and die for their cause: quality craftsmanship. A handful of solid nails is just as important as a grip of razor sharp arrowheads when victory is near. A solid lock or iron gate can repel attackers just as effectively as a shield wall. One couldn't defend the motherland or conquer the infidels without your skills and hard work.

Skill Proficiencies: Athletics, History

Tool Proficiencies: Smith's tools or artisan's tools

Equipment: A worn and comfortable set of smith's or artisan's tools, a set of common clothes, and a pouch containing 10 gp

Feature: Fixer

By disassembling, tinkering and scrounging, you can fix or make something that is serviceable, but not good looking. You can use this ability during a long rest to repair or remove the Broken Condition from a weapon or piece of armor (see the broken condition, pg. 53, *Fifth Edition Options* by TPK Games).

Suggested Characteristics

Whether you trained with the finest dwarven smiths or learned your trade from your father, you know that decently made equipment is vital to survival. You have an innate distaste for inferior craftsmanship, and can spot the difference between sturdy work and cheap knock offs. At the

end of the day, the ring of hammer on forge is the most comforting sound you can think of.

D8	Personality Trait
1	I need to know how things work. I will have an unreachable itch until I figure it out.
2	I know, deep down, that I can do better work.
3	Let me tell you about my newest project...
4	I've seen that done, only better.
5	Here, let me show you what the most efficient way to do this.
6	I judge a man by the callouses on his hands and the sweat on his brow.
7	I treat my tools with reverence and respect. Only a fool neglects the tools of his trade.
8	I would do anything to learn the secrets of the smiths of old.

D6	Ideal
1	Perfection. My life's goal is to one day craft the most magnificent item ever seen. (Any)
2	Discovery. I adventure to learn the forgotten and forbidden secrets of my craft. (Neutral)
3	Reputation. The work I perform must represent my skill. When you hold my work in your hands, you see the truth of who I am. (Lawful)
4	Comrades. The people at my side are more important than any cause or mission.
5	Greed. I don't work for anyone unless there's a benefit to me. (Evil)
6	Service. My skills, my craft, can save lives. All I want is the chance to do just that. (Good)

D6	Bond
1	The brotherhood of the forge overshadows all. Any craftsman asking for help will receive my aid, no questions asked.
2	My master taught me everything I know. I work to honor him, and one day I'll pass on what I've learned.
3	My hands shall forge the weapon that will destroy those who took everything from me.
4	Proving I am the best at my craft drives my ambition and keeps me awake at night.
5	The greatest blade ever forged haunts my dream. I must find it and learn its secrets.
6	The common folk have the right to defend themselves, and I intend on giving them the means to do so.

D6	Flaw
1	I won't trust anything made by someone else.
2	I am overly critical of anything anyone does that is different than I would do it.
3	I would rather go into a battle unarmed instead of using subpar craftsmanship.
4	The sight of quality workmanship distracts me at the worst possible times.
5	People deserve the benefit of my knowledge and experience, even if they don't know it.
6	I despise working for nobles and wealthy snobs who don't deserve my talent.

BODYGUARD

You were a bright, shining star when you started your career in the city guard. Perhaps you stopped a kidnapping attempt on the Prince Consort, or you were able to discover an imposter sent to assassinate a high ranking official. Your willingness to throw yourself into the line of fire for those above your station caught the eyes of a powerful employer. Now, you follow around your designated individual, watching every face and shadow for potential threat.

Skill Proficiencies: Insight, Investigation

Tool Proficiencies: Thieves' tools

Languages: Add one language that is considered a common language in your region or district

Starting equipment: Shackles, truncheon, a badge, sigil, or tabard of rank and profession, common clothes, a deck of cards or set of knucklebones, and a pouch containing 10 gp

Feature: Remembrance

The tales of those lives you have saved still reverberate through the halls of castles and taverns alike. In any town that you are known, you can find a free meal or place to stay the evening.

D8 Personality Trait

1	It isn't being paranoid if they really are out to kill you...
2	I approach every situation as a potential ambush or a trap.
3	Being polite, kind, and considerate are simply not a part of my job description.
4	My presence makes people think twice before acting, which is the whole point.
5	Better to intimidate those around you than invite an attack.

6	I'm comfortable around violence--perhaps too comfortable.
7	Forgive me if I treat you like an ignorant child, but it's for your own good.
8	I never lower my guard, never relax, and it's killing me.

D6 Ideal

1	Duty. You make an oath, you keep it. (Lawful)
2	Sacrifice. I'd give my life if it means saving someone important to me. (Good)
3	Daredevil. I'm only truly alive when my life is at risk. (Neutral)
4	Redemption. My last charge died in my arms. It won't happen again. (Good)
5	Pride. I'm the best at what I do, and that means everything to me. (Any)
6	Control. I have to be in control, and I have to call the shots. (Lawful)

D6 Bond

1	My charge's life is the most important thing to me in this world.
2	I will surrender my last drop of blood for those whom I fight beside.
3	The good people of this world must be shielded from the evil ones.
4	Sometimes, you must commit dark deeds to protect those under your care.
5	I've never let a bad guy escape before, and I don't intend to start.
6	Nothing stands in the way of me performing my job.

D6 Flaw

1	I know what's best for you, and I act in your best interests, whether you wish it or not.
2	I don't trust anyone or anything, even when I should.
3	My brusque manner and consuming focus comes across as rude at best.
4	Regardless of situation, I usually see the darkest and worst side it.
5	My instincts put me in the midst of danger. Eventually, it'll cost me my life.
6	I enjoy pointing out your flaws and weaknesses. It's for your own good.

BOUNTY HUNTER

Most of the time, the constables, sheriffs, and watchmen of the world capture the bad guys and administer the necessary justice. From time to time, however, the worst, most despicable crooks and con men elude the authorities and run for freedom. Left to their own, these scum almost certainly commit more crimes and hurt more people. That's where you come in.

As a bounty hunter, you travel from town to town and village to village in search of the worst of the worst. You track down and apprehend those criminals who've escape justice. At the same time, you earn a living, so it's a win-win sort of situation. If there are times where you end up capturing an innocent man, well, that's not your problem, so long as you get paid.

Give consideration to your former life as a bounty hunter. What started you in the profession, and what convinced you to get out? Did you have regular clients, or did you take whatever work you could find? Which criminal proved the most dangerous or challenging to hunt down? Did you work with a crew, or did you prefer to remain solo? You and your GM can discuss the campaign regions in which you served as a bounty hunter, and what sorts of criminals you typically pursued. Perhaps you usually served the forces of law and order, but at other times—when you needed the coin—you might have worked for other criminals or shady organizations who wanted people retrieved.

Skill Proficiencies: Investigation, Survival

Tool Proficiencies: Your choice of disguise kit, forgery kit, or thieves' tools

Languages: One of your choice

Equipment: A set of tools of your choice (disguise kit, forgery kit, or thieves' tools), a set of manacles or similar restraints, collection of wanted posters and bounty claims, a set of traveler's clothes, and a pouch containing 10 gp

Feature: Bloodhound

You possess a special sense for locating refuges, hideouts, and sanctuaries to which escapees and fugitives are likely to flee. You also have a good

instinct for the best tactic for extracting information from a contact, be it through bribery, intimidation, flattery, or outright lies. When you question an individual regarding a target you are hunting, be it a person or object, you know which skill stands the highest chance of success (typically Deception, Intimidation, or Persuasion, but other skills may work better in certain circumstances).

Suggested Characteristics

Your line of work often involves dogged, patient legwork, including interrogating witnesses, identifying tracks, gathering rumors and hints, and uncovering local hiding spots. These long periods of investigation are then punctuated by brief, explosive moments of pursuit and violence. You've learned not to trust anyone, and you've come to understand that every person—good or bad—has a reason for what they do. Those reasons may prove foolish or ignorant, but that does not discount those motives.

As a bounty hunter, you've learned that few people respect you, and nobody likes it when you show up. The crooks hate and fear you because you represent imprisonment or worse. The officials and law officers look down on you as somehow corrupt and greedy. Nobody likes you, but sooner or later, everyone needs your special services. Hate, fear, scorn, or disgust, none of those feelings matter to you; the only thing that matters is getting paid for a job well done.



D8	Personality Trait
1	Everyone hides something, everyone lies, and everyone holds some dark secret. The key is exploiting these simple truths.
2	I'm most comfortable when surrounded by crooks, thieves, bastards, and killers.
3	My last job turned pear-shaped right quick, and now I'm the one who's being hunted.
4	I like to collect trophies and mementos of my captures.
5	I cultivate a gruff, unpolished, brutish attitude. It helps people underestimate me.
6	Every bad guy has a tale to tell—I've heard them all. I don't believe anybody's sob story.
7	Whenever I stay in one place for too long I get irritable.
8	I don't trust the city watch any more than I trust the local thieves and cutthroats.

D6	Ideal
1	Vengeance. Criminals killed my family and ruined my old life. I won't rest until I've tracked them down and hurt them. (Evil)
2	Greed. Keep your morals and crusades to yourself. I'm in it for the gold. (Evil)
3	Daredevil. Life is best when I'm chasing someone down or beating someone up. (Chaotic)
4	Justice. There are horrible, monstrous people on the loose, and they need to be hunted and punished. (Lawful)
5	Ambition. I aim to prove I'm the best at what I do, even if it kills me. (Any)
6	Obligation. I keep my word and honor my promises. (Lawful)

D6	Bond
1	I've made a lot of enemies, and now they're out for my blood.
2	Someone helped me escape a lifetime of crime by offering me a stark choice. I must provide the same chance to others.
3	My job is to defend the law by going outside the law when necessary.
4	I've learned many dark, dirty secrets, and I intend on using those to my own advantage.
5	The thrill of the chase and the excitement of the takedown keep me interested in life.
6	After one too many bad investments and a loan from the thieves' guild, I need to pay off my debtors... or else.

D6	Flaw
1	I always assume you have a sinister ulterior motive for everything you do.
2	I'm a sucker for the sight of gold; I take stupid risks for the shiny stuff.
3	A fool and his money are soon separated. Everything I earn goes to strong booze, good food, and warm companionship.
4	I'd sell out my grandmother if it would save my life.
5	My bad temper lands me in trouble more times than I care to admit.
6	I'm a great judge of character, and I always know when someone is lying to me.

CONSCRIPT

You were volunteered for military duty, and not entirely with your consent.

Skills: Athletics, Survival

Tool Proficiencies: You gain proficiency in one type of gaming set and vehicles (land).

Equipment: Military uniform, short sword, wooden shield, leather armor, set of dice or deck of cards, set of common clothes.

Feature: Battle Participant

While you were not as valued as a true soldier of the military, all who fought on your side recognize you as one of their own.

D8	Personality Trait
1	I have the manners of a goat and the grace of an ox... and I don't give a crap.
2	I never wanted to be in combat, but now I find I can't get enough of it.
3	If there's a way to get out of hard work, I'll find it.
4	Death doesn't scare me—and that fact scares the hell out of me.
5	Nobody appreciates my sense of gallows humor.
6	During the fight, I'm numb as a corpse. After it's all over, I shiver like a frightened cat.
7	I've seen so many people die that I have trouble remembering faces.
8	Complaining about bad food, stupid officers, and all my aches and misery keeps me sane.

D6	Ideal
1	Independence. Nobody gives me orders any more. Nobody. (Chaotic)
2	Survival. The only way to survive is to make someone else suffer in your place. (Evil)
3	Loyalty. Trust in your shield mates is the only thing keeping you alive. (Lawful)
4	Greed. I'll do anything you want, so long as there's coin involved. (Neutral)
5	Hope. If we stop the evil threatening our land, others won't have to sacrifice as we did. (Good)
6	Vengeance. Those who conscripted me and destroyed my life must be punished. (Any)

D6	Bond
1	I don't know if my family lives or dies, but one day I will find them and return home to them.
2	I fight so other folks like me won't have to. I fight for a better world.
3	Those who fight at my side are my brothers and sisters, and the only ones worth dying for.
4	Let the cause be just. Let my life have meaning before I die, bleeding and forgotten.
5	Every victory brings me closer to earning a life free of blood, guts, and horror.
6	Someday, I'll have my own mercenary company to command.

D6	Flaw
1	Nobles and officers are only worth one thing: killing—assuming you can get away with it.
2	Honor is for fools, dead men, and officers.
3	The scars on my body pain me by day; the scars on my soul haunt me at night.
4	Deep down inside, I'm a coward. The day will come when I'll break and run.
5	The sight of blood and guts makes me sick.
6	When someone barks orders at me, I obey without thinking about it.

ELDRITCH LEGACY

The martial tradition has always thrived in your family, and from an early age your parents expected great deeds and epic accomplishments from you. As you grew and learned, however, you revealed an entirely different sort of talent—you possessed the spark of magic within you.

Regardless whether your family felt disappointment or pleasure at your newfound ability, they invested in a grueling regimen of dual training. By day, weapons practice, armor practice, and endurance drills. By night, studying with an arcane teacher to master the principles of magic. Through sheer perseverance and stubborn determination, you survived your training and became something rare in the world. In combat, you possess the power to slay your enemies with a blade, but you also hold the power to defeat enemies with magic.

Skill Proficiencies: Arcana, Perception

Languages: Two of your choice

Equipment: A journal filled with entries about magic and your discoveries, a letter of

introduction from your master, a set of common clothes, and a pouch containing 10 gp

Feature: Best of Both Worlds

Thanks to your training in both the arcane arts and in the field of martial endeavors, you fit into either world comfortably. Whether you need an audience with a local mages' guild, or you need a sit-down with a band of mercenaries, you know the customs to observe, the right way to interact with them, and the best approach to take to get a hearing. Outwardly, your personality subtly changes to fit with your surroundings, and your habits adjust accordingly. You can gain audience with wizards, sorcerers, scholars, and their ilk when such worthies would otherwise ignore a warrior, gaining the chance to ask for information or a favor from them. Likewise, you can demand to be heard by mercenaries, soldiers, and battle-hardened veterans who normally wouldn't spare a moment for a magician, asking for a place to rest, loan of equipment, or similar favors.

Suggested Characteristics

Although other warriors may scoff at your arcane talents, or disdain your book-learning, you have found the dual nature of your training a boon. Before the fight begins, you know what to look for to identify enemy spellcasters and magical effects, and you hold an appreciation for the power magic brings to the battle. Once combat begins, your instincts kick in and you fight with the same measure of skill as any of your more martial brethren. The combination of training and education taught you the values of patience and attention to detail.

D8	Personality Trait
1	I approach every fight as an intellectual challenge, a lesson waiting to be learned.
2	I never lose my temper, so at times I come across as cold and emotionless.
3	Let me lecture you on what you did wrong and how I would have done it better.
4	My arcane abilities embarrass me, so I try to keep them a secret.
5	Whenever another warrior mocks my education, I want to teach him a lesson in humiliation.
6	No matter how useful it is, I'll never fully trust the arcane power flowing through me.
7	I think there's something wrong with me. I don't know where my magic comes from...

8 I use big words and flowery speech so people know how smart I am.

D6 Ideal

- 1 Knowledge. Without knowledge, we are but ignorant children alone in the dark. (Any)
- 2 Power. The strong must control the weak, and use every means possible to do so (Evil)
- 3 Freedom. I swear never to use my talents to serve another master. Each of us must follow their own path. (Chaotic)
- 4 Duty. My arcane gifts allow me to serve my family and to fulfill my oaths. (Lawful)
- 5 Hope. The people of the land deserve protection, and they need someone who will fight on their behalf. (Good)
- 6 Comrades. I only sacrifice my blood and my treasure for those who fight at my side. (Neutral)

D6 Bond

- 1 Everything I do is to prove to my family I deserve their respect, no matter how much they fear my power.
- 2 I watched my master get torn limb from limb. I swear to avenge his death and destroy the monster responsible.
- 3 My family cursed me and disowned me because of my gifts. I must find a way to return to their good graces.
- 4 I bear a strange arcane brand on my flesh. I need to find out where it came from and what it means.
- 5 There are others like me who are persecuted for their talents. I will seek them out and help them to control their gift.
- 6 The inquisitors will never stop hunting me for my past misdeeds, but somehow I will atone for those crimes.

D6 Flaw

- 1 I take foolish risks at any chance to learn more magic and to collect new magic items.
- 2 I'm not being arrogant--I really am smarter than you.
- 3 Brute strength warriors don't deserve my respect, and I tell them so.
- 4 I'm too analytical, thinking and studying a problem when I should be killing it.
- 5 If someone insults my worth, I must demonstrate their error to them.
- 6 Never trust another magician, even if he's on your side. I know all their tricks.

GUARDSMAN

You could be an employee of a small village's police force, or a shift boss at a guard station in a bigger city. You've walked your beat for years, fingers on the pulse of your city. Unlike a soldier or enlisted man, you know the names of those you protect. They are more than just nameless ungrateful masses, they are your people.

Feature: Walking the Beat

Investigating crimes and talking to witnesses is second nature to you. You know what topics to bring up to stir memories, or what topics to avoid to prevent fear from taking over. You are able to get the information you desire from the person you are talking to.

Skill Proficiencies: Insight, Investigation

Tool Proficiencies: Thieves' tools

Languages: Add one language that is considered a common language in your region or district

Starting equipment: Shackles, truncheon, a badge, sigil, or tabard of rank and profession, common clothes, a deck of cards or set of knucklebones, and a pouch containing 10 gp

D8 Personality Trait

- 1 With a smile or a wink, I greet everyone by their first name.
- 2 I give everyone a nickname based on their appearance.
- 3 I collect people's dirty secrets. You never know when the leverage will come in handy.
- 4 Everybody has something to hide and everybody lies.
- 5 I'm more comfortable around thieves and murderers than ordinary folk.
- 6 There's nothing wrong with accepting the occasional gift or bribe if it keeps the peace.
- 7 The only way to earn respect is to intimidate the hell out of people.
- 8 I go out of my way to keep calm, even in situations where everyone else has lost theirs.

D6 Ideal

- 1 Respect. I've earned it, I deserve it, and I demand people give it to me. (Lawful)
- 2 Law & Order. Upholding the law is the only way anyone can live in peace. (Lawful)

- 3 Leverage. I know where the bodies are buried and I can use that information to get what I want. (Evil)
- 4 Justice. Everyone deserves the protection of the law, and I'll make sure they receive it. (Good)
- 5 Loyalty. The world's an evil place; you have your comrade's back, no matter what. (Good)
- 6 Connections. It isn't what you know, but rather who you know, that keeps you alive. (Any)

D6 Bond

- 1 Everyone I know is under my protection, and I will make sure they stay safe.
- 2 Upholding the law is the only way to keep us safe.
- 3 The people at my side are the only ones I can trust.
- 4 I will punish those who hurt me, no matter what laws I have to break to do so.
- 5 There's only one person I hate worse than a bully: someone who abuses their authority.
- 6 Finding what makes people tick is the best way to avoid trouble before it starts.

D6 Flaw

- 1 Whenever I meet someone new, my first instinct is to intimidate them.
- 2 I don't mind using my size and strength to get what I want. In fact, I kind of enjoy it...
- 3 Trusting people, even my friends, is my biggest challenge.
- 4 I'm uncomfortable around nobles and bureaucrats, and I make them uncomfortable in return.
- 5 Once someone threatens me or my comrades, violence is my first instinct.
- 6 I have perfected the art of cynicism to a whole new level.

Guardsmen Variant: Constable

You are a member of a police force in a small village or hamlet. You don't have to deal with all the chaos that comes with dealing with the seedy underbelly of a port town or city. Your biggest problem is locking up the town drunk overnight so he can sober up. Who needs all that excess danger and violence?

Variant Feature: Public Servant

When duty calls, you answer. Whenever someone needs a helping hand, you readily extend yours. Your willingness to help anyone and everyone has given you a sterling reputation. You gain

advantage on Persuasion checks when dealing with other law enforcement officials.

JAILER

Some guards walk the streets, protecting civilians. You, on the other hand, keep watch over the criminals those guards bring into custody. You might be the toughest screw in a military prison, or hold the keys to a constable's holding cell. Regardless, it is your duty to keep the prisoners fed, safe and alive.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Thieves' tools

Languages: Add one language that is considered a common language in your region or district

Starting equipment: Shackles, truncheon, a badge, sigil, or tabard of rank and profession, common clothes, a deck of cards or set of knucklebones, and a pouch containing 10 gp

Feature: Riot Breaker

Being in charge of the worst of the worst, you've seen hundreds of desperate men and women with nothing left to lose. A desperate person cares nothing for who they hurt, or even for their own wellbeing. When facing a humanoid that is about to commit an act of violence, you immediately gain a Wisdom (Insight) check to notice.

D8 Personality Trait

- 1 I've gathered plenty of grim stories, and I love sharing them—especially with the squeamish.
- 2 Strong drink helps me forget the horrors I've witnessed.
- 3 I'm not just ill-mannered; I'm gloriously, unabashedly, horrifyingly uncouth!
- 4 I have a habit of collecting trinkets that don't belong to me.
- 5 After all the pain and blood I've seen, nothing truly bothers me anymore.
- 6 Everyone has a breaking point, physically or mentally. I've an instinct for finding that point.
- 7 I feel no compassion for anyone behind bars. They usually earn what they've got coming.
- 8 I detest nobles, the wealthy, and all those folk too good to soil their clothing with hard work.

D6 Ideal

- 1 Wealth. Nobody has my interests at heart; it's up to me to take what I can get out of life. (Neutral)

- 2 Liberation. I've made it my goal to liberate those who've been falsely imprisoned. (Good)
- 3 Justice. When you break the law, you deserve punishment. It's that simple. (Lawful)
- 4 Power. If you can't wield power over others and revel in it, what's the point of life? (Evil)
- 5 Freedom. Freedom is the only thing that makes life worth living. (Chaotic)
- 6 Survival. Don't get involved with lost causes and never fall for sob stories. Do your job, go home alive. (Neutral)

D6 Bond

- 1 When surrounded by villainous scum, you've got your mate's back, no matter what.
- 2 I'm determined to bring justice to those who need it, whether they want it or not.
- 3 Keeping my freedom is more important to me than anything else.
- 4 If someone falls under my jurisdiction, they're my responsibility to protect.
- 5 If I give my word to do something, then by the gods I keep my oath.
- 6 A man died unjustly on my watch, and his last words haunt me. It won't happen again.

D6 Flaw

- 1 I've witnessed too much cruelty and torture for it to impress me anymore.
- 2 Wide open spaces make me nervous and uncomfortable.
- 3 Criminals are no better than animals, and they deserve no better treatment.
- 4 I expect the worst from the people I meet, and I'm rarely disappointed.
- 5 There's something invigorating about holding power over another person.
- 6 The threat of being cooped up, restrained, or trapped leaves me shaking and sweating.

MARINE

You served your country on the open seas. You've got a rolling gait, and a belaying pin that fits comfortably in your grip. You've fought off pirates and all sorts of seafaring beasts in your time. The spray of salt water and the pitching decks of a ship compose some of the best (or worst) years of your life.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Healer's Kit, one type of Gaming Set

Equipment: A favored short weapon (e.g. dagger, club, hook, razor, etc.), a trophy taken from a defeated foe (roll or pick something appropriate from the trinkets table on pg 160-161 of the core player's book), a set of bone dice or a deck of cards, a set of common clothes, a belt pouch with 5 gp, and a large canvas bag.

Variant Feature: Hardened Deckhand

Your years at sea have helped you learn how to take care of a ship and its crew. Your time as a marine also make you invaluable in a ship's defense. Your proud years of service earn you free passage on any military ship belonging to the country you served and many other commercial and passenger ships as well.

D8 Personality Trait

- 1 I have a sea chanty or a limerick for almost any situation.
- 2 I've got a lass in every port, and know the best places to drink.
- 3 I spent time on a deserted island after a brutal storm. I picked up some tribal brands from the locals, as a sign of their respect.
- 4 I use profane language as often as I can. I'll even make some new words up if the situation calls for it.
- 5 I prefer to be barefoot whenever possible.
- 6 I don't fit in with polite society, and I'm proud of that fact.
- 7 A lack of action makes me grumpy and irritable.
- 8 People love my stories almost as much as I love telling them.

D6 Ideal

- 1 Greed. I'm only in it for the reward. You want my help? Show me the gold. (Evil)
- 2 Wanderlust. If we're not going somewhere or doing something, I'm miserable. (Any)
- 3 Loyalty. You do anything necessary to protect your shipmates. (Good)
- 4 Duty. Once you give your oath, you keep it. (Lawful)
- 5 Freedom. We all deserve to live our lives as we see fit, and to spend it how we wish. (Chaotic)
- 6 Comrades. Watch your shipmate's back, but steer clear of causes and crusades (Neutral)

D6	Bond
1	I was given a gift from people in a faraway land. It is more valuable to me than anything else I own.
2	Never leave one of your own behind. Never.
3	First into the fight, last out is the credo by which I live.
4	There's an entire world waiting to be discovered.
5	Live fast, play hard, drink plenty, for death is lurks around every corner.
6	My shipmates are my family. They mean everything to me.

D6	Flaw
1	I delight in embarrassing good, decent folk every chance I get.
2	Once the action begins, I tend to leap first and not waste time with questions later.
3	There's very little that a stout club or a sharp sword can't solve.
4	I'm not as brave or as bold as the stories I tell suggest.
5	I get into more trouble than I can handle after a few drinks too many.
6	My old wounds ache and my joints throb right before a fight.

OFFICER

Unlike most of the enlisted rabble, you come from a prestigious line of military men. Your name is synonymous with valor and honor. There are buildings and halls named after your family, and possibly even battle tactics and maneuvers. The other soldiers look up to you with envy and jealousy. They know the blood of heroes flows through your veins, and they follow your commands without a thought. Your family tree blossomed with brilliant tacticians and leaders, and you are no exception to that rule.

Skill Proficiencies: Insight, Persuasion

Languages: Two additional languages, one of a close allied race, and the other of an enemy race

Equipment: Symbol of rank, military uniform, a long blade, a riding horse, and a belt pouch with 25 gp

Variant Feature: Authoritative Bearing.

You are accustomed to being heeded by those in your command and exude confidence and charisma. Non-enlisted members, such as local

militia and city guard will follow your orders as long as it doesn't countermand their existing orders.

D8	Personality Trait
1	My uniform is always clean and freshly pressed, no matter what time of day.
2	I have no use for people who refuse to carry their weight, and I let them know it.
3	Sometimes, you need to kiss a little ass if you want to get ahead; that's the way life works.
4	Whenever things get too peaceful, I get moody. I yearn for a good fight.
5	I can't afford to show fear, anxiety, or uncertainty.
6	Relaxing is difficult for me, and it makes people around me uncomfortable.
7	I'm used to getting my way, or barking orders until I do.
8	There's no problem that can't be solved with the application of a little fear.

D6	Ideal
1	Loyalty. Always support your brothers and sisters in arms, no matter the cost. (Good)
2	Obligation. I owe a debt to honor those who who've died for the mission. (Lawful)
3	Ambition. There's nothing I wouldn't do to further my career and my prosperity. (Evil)
4	Obedience. A soldier does what he's told and fights when he must. Leave the morality and philosophy to someone else. (Lawful)
5	Independence. I served my time and per did my duty. Time to live my life the way I want to. (Chaotic)
6	Family. Serving a cause and doing my duty brings honor and glory to my family. (Any)

D6	Bond
1	I am the first to lead a charge, or through a breach.
2	I lead by example; I would never expect my men to do something I'm not willing to do.
3	Those who fight at my side deserve everything from me, even my life.
4	Even though they're gone, I fight to honor the memory of my unit.
5	Accomplishing the mission is everything, even if it requires painful sacrifices.
6	I refuse to give up on my comrades or let them down.

D6	Flaw
1	I follow a rigid code of honor, and will not stray from it one bit.
2	I have no patience or sympathy for shirkers, cowards, or fools.
3	Even in social situations, I tend to give orders and expect them to be obeyed.
4	Only those who have served in the military deserve my respect.
5	I'm too important, too valuable, to risk on the front line of a fight.
6	The best way to get ahead is to take credit, even when it isn't earned.

REBEL

You yearn to live life different from what your governing body determines. Instead of bending beneath the yoke of oppression, you fight against them every single day. Whether you inspire others through speeches and peaceful protest, or you incite the flames of passion as a revolutionary, you do what you believe is best for the people. You proudly proclaim yourself a member of a cause greater than yourself: a rebellion.

Skill Proficiencies: Intimidation, Persuasion

Tool Proficiencies: Healer's Kit, one type of Gaming Set

Equipment: Shortsword, a set of common clothes, one gaming set of choice, belt pouch containing 10 gp.

Feature: Resistance Rabble Rouser

You can tap into the rebellious pulse of society. It's easy to locate dissonant locals and gain their aid in exchange for your help.

D8	Personality Trait
1	I know what is right for my people, and will not hesitate to speak against the oppression.
2	I speak the praises of a great philosopher that has written a doctrine that should be adopted.
3	I will give my life for the cause.
4	I cannot abide when a member of the peasantry is treated poorly in my presence.
5	Never trust those who wield power.
6	I would cheat, lie, steal, or murder to uphold my beliefs.
7	Years of fighting for lost causes has left me weary and cynical.

8 I'm good at manipulating and cajoling people to my way of thinking.

D6	Ideal
1	Change. In order for all to be happy, changes are needed, and I am one who can help. (Good)
2	Insurrection. Tear down the statues, burn the flags. The future rises from the ashes of the old regime. (Chaotic)
3	Freedom. Liberty should be available to all, not just those that can pay for it. (Good)
4	Justice. Too long have the rulers of this land grown fat, living off the suffering of others. The time has come to punish them for their crimes. (Lawful)
5	Might Makes Right. Peace comes through unity. Unity will come through blood, pain and fire. (Evil)
6	Glory. Our deeds will be remembered and celebrated long after we've passed. (Any)

D6	Bond
1	I proudly display the colors of the rebellion.
2	I will go to any lengths to prove my loyalty...even martyrdom.
3	It isn't enough to defeat your enemies—you must force them to admit they were wrong.
4	I fight for those who can't or won't.
5	We must speak out for those who have lost their voices. Silence is the betrayer of hope.
6	If the laws fail to promote justice, they don't deserve our respect.

D6	Flaw
1	I will sacrifice anything in order to further the cause... even innocents.
2	I will put myself in positions to suffer so I may show my dedication to my cause.
3	I'm too important to die a meaningless, useless death. My death must have meaning.
4	I'll spill the blood of any despot.
5	I can't leave the status quo alone; if I see a house of cards, I'm compelled to knock it over.
6	Nobody shares my level of dedication to the cause, and I make sure everyone knows it.

SLAVE

You are human chattel, doomed to a life of grueling labor and dangerous conditions. Maybe you were born into servitude or a member of the lowest caste system. Perhaps your family sold you

into slavery to pay a debt, or you were taken as a prisoner of war. Despite all odds, you managed to throw off the yoke of slavery and became an adventurer.

Skills: Athletics, Survival

Languages: You speak your former master's tongue and gain one tool proficiency of your choice based on your form of labor

Equipment: A brass ring worth 5 gp, a letter of freedom (real or forged), common clothes, one set of artisan tools (10 gp or less)

Feature: Blend In

Scars and markings, along with your ability to impersonate a slave's demeanor means that you can blend in with other slaves, or impersonate a slave with ease.

D8	Personality Trait
1	I hide my emotional scars behind an overly tough bearing and aggressive attitude.
2	I am convinced that a life of hard labor has made me superior to almost everyone else.
3	I've faced death and destruction more than you can imagine. Because of this, I find humor where others find only despair.
4	My years of slavery makes me appreciate the sweet nectar of freedom all the more.
5	A brutal life has made me both stoic and severe.
6	I believe that wealthy or educated people are fools.
7	Freedom has made me wild and rebellious.
8	I have a deep hatred for slavers and task masters.

D6	Ideal
1	My experiences have reinforced my ideal to treat everyone with dignity. (Good)
2	I retain a respect for authority and hierarchy. (Lawful)
3	Never again will I call anyone master. (Chaotic)
4	Being weak created an unquenchable hunger for power within me. (Evil)
5	I do not see any cause as worth fighting for. (Neutral)
6	I just want to live my life free of the shackles of my past. (Any)

D6	Bond
1	I fight against any enemy of freedom, real or otherwise.
2	I seek vengeance upon those who wronged me.

3	I try to live a life worthy of the freedom I have now.
4	Looking for a new place where everyone is free.
5	Being a slave has motivated me to become a master.
6	My friends are everything.

D6	Flaw
1	When faced with adversity that reminds me of my trauma, I flee as quickly as possible.
2	After living through slavery I feel justified in treating no one with respect.
3	I still act like a slave: quiet, apologetic, and often refusing eye contact.
4	The horrors I faced in my old life still haunt my dreams.
5	I have trouble getting close to people who have never experienced slavery.
6	The brutal treatment I endured has made me cold and callous to suffering.

SLAVE VARIANT: SERVANT

You were sold like a slave but treated like a peasant. It's not a terrible trade for a somewhat cushier life. And sometimes servants are actually treated quite well depending upon the culture.

Feature: Quiet Ears

Servants hear everything and that spy network is yours. You know how to relate to other people who are owned. You quickly gain their trust and learn the rumors they know. You can gather information

SQUIRE

As a youth, you provided faithful, loyal service to a knight. You cared for his mount, kept his armor and weapons in good condition, and anticipated his needs before he made them known. In so doing, you learned how to identify a combatant's skills, you learned to identify a coat of arms, and you gained an appreciation for the knight's code of conduct.

Skill Proficiencies: Animal Handling, Performance
Tool Proficiencies: Chess set and one type of musical instrument

Equipment: A set of common clothes, metal polish, horse brush, a set of traveller's clothes and a belt pouch with 10 gp

Feature: Knightly Etiquette

Your knowledge of knights, highborn bloodlines, and the chivalric code provide you with a connection to noble families both famous and infamous. Merely by seeing a knight's heraldic symbol you discern his known enemies, rivals, allies, as well as his standing among other knights. You can leverage this knowledge to gain audience with a knight, including imposing upon their hospitality. You can learn recent rumors about upcoming tournaments, who's in favor and who's fallen from favor, and where to go in search of glory and worthy challenges.

D8 Personality Trait

- 1 I've paid my dues and mucked out my share of stables. Time for someone to serve me for once.
- 2 When it comes to knightly etiquette, I overcompensate to hide the truth of my lowborn birth.
- 3 I'll never fit in among the high and mighty, but I take great satisfaction in proving myself better than they are.
- 4 My family ranks among the most honorable and noteworthy in the land. I make sure everyone knows it.
- 5 When someone insults you, kill them with obsequious kindness.
- 6 I defend my honor against every insult, real or imagined.
- 7 A knight is only as good as his armor, his sword, and his mount. I treat these better than I treat most people.
- 8 I love insulting the wealthy and powerful and having them thank me for the compliment.

D6 Ideal

- 1 Chivalry. Upholding the code of chivalry is what gives life its meaning. (Good)
- 2 Service. My oath to my leader means everything to me. I shall not break my word to him. (Lawful)
- 3 Family. My family sacrificed everything to make me what I am, and I will repay their faith in me. (Lawful)
- 4 Power. The strong rule the weak. I refuse to be weak, regardless of the cost. (Evil)
- 5 Glory. A knight needs to prove his worth and seek out the greatest challenges in life. (Any)
- 6 Noblesse Oblige. The highborn must use their power to defend the lower orders. (Good)

D6 Bond

- 1 I owe it to the knight who trained me to uphold the code and prove my valor.
- 2 The knight I served was a cruel, malicious lout. I swear to redeem his misdeeds.
- 3 People need a role model to look up to in these dark times, and that's what I'll do.
- 4 Chivalry is dead, but I have committed my life to reviving it.
- 5 A knight must protect the weak and defend the innocent.
- 6 Service to my king or faith means everything to me.

D6 Flaw

- 1 I can't stand being around the crude, unwashed, dim-witted peasants of this land.
- 2 My code forbids me from backing down from a challenge, even when I should.
- 3 My upbringing entitles me to privileges and respect. That's the natural order of things.
- 4 The code of chivalry is great, but I don't do this stuff for free. After all, armor and weapons cost a lot of gold!
- 5 Menial labor of any kind is beneath me.
- 6 I judge people by the cut of their clothes and the quality of their upbringing.

TOURNEY KNIGHT

Members of noble families find themselves drawn to many avenues of life. Trade, diplomacy, war, or even a life of hedonism. You found yourself pulled down the avenue of Civilized Combat. You trained with the best to battle other civilized warriors in the Grand Melee or on the Jousting field. You travel the country and throw your crest into the mix, fighting for honor, glory, and the winner's purse.

Skill Proficiencies: Athletics, Animal Handling

Languages: One of choice.

Equipment: A set of fine clothes, a tabard or banner displaying your personal coat of arms, a scarf or flower or other token given to you by a lord or lady that signifies their courtly favor, and a purse containing 25 gp

Variant Feature: Champion of Renown.

Your fame is well-known far and wide across the lands. When you enter taverns, men and women alike offer to buy you food and drink. You need never pay for food or drink that costs below 5 gp.

D8	Personality Trait
1	Why be humble when you truly are better than everyone else?
2	I'm a sucker for compliments and adoration.
3	I'd rather suffer torture than give up or walk away from a challenge.
4	Let me tell you about the last tourney I won.
5	I'm not above a little bit of cheating if it helps me to win.
6	Whenever I'm in a crowd, I can't help but draw attention to my exploits.
7	I'm the life of the party, and people can't help but love me.
8	Nothing else matters beyond being the best on the field.

D6	Ideal
1	Glory. Whatever the cost, my name and my deeds shall outlast me. (Any)
2	Revelry. I'm only in it for the booze, women, and the adulation of the masses. Why else bother? (Chaotic)
3	Honor. Upholding the family name and making them proud mean everything to me. (Lawful)
4	Ambition. My great deeds bring me honor, fame, wealth, and power. (Any)
5	Redemption. This path is the only chance for greatness left to me. (Any)
6	Vengeance. I don't care if I win or lose, only that I get to humiliate and crush my rivals. (Evil)

D6	Bond
1	Chivalry to your rivals and your enemies proves you are the better man.
2	Absolute commitment, no matter the cause, is the only path to victory.
3	I have an obligation to uphold a code of honor, and to model that code to others.
4	People need hope, and I carry an obligation to provide that hope.
5	Winning is the only thing that counts. Sometimes that means breaking a few rules...
6	One day, I will become a legendary knight, remembered in song and story.

D6	Flaw
1	I can't turn down a chance to compete and prove I'm better than everyone else.
2	My pride forces me to accept challenges I should walk away from.
3	Nobody insults my honor and gets away with it.
4	I never back down from a fight. The odds be damned.

5	Being arrogant and overconfident is what I do.
6	Half the stories I tell are complete lies. Don't ask me about the other half...



VETERAN

Whether home or abroad, you served your country or kingdom loyally. One of the lucky few, you managed to survive your time of service and returned home. Maybe you were wounded and given a medical discharge, or decided not to sign your mark when reenlistment time came around. Whether you came back home a loyal soldier or a disgruntled civilian, your time in the service marks you as a veteran.

Did your patriotism and belief in the system survive intact? Did you witness horrors and atrocities that haunt your dreams? Were your sacrifices worth the overall mission?

Skill Proficiencies: Insight, Intimidation

Tool Proficiencies: Healer's Kit, one type of Gaming Set

Equipment: An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp

Feature: Gratitude.

In a town or city with a friendly military presence, you can call upon some services and benefits shown as thanks for your time enlisted.

When buying goods at a military supplier or surplus store you can get a 10% discount.

You can also request shelter or aid at a military installation of the same branch/force you served in.

D8	Personality Trait
1	I am a veteran and demand a certain level of respect, and if I don't get it, I will respond with a rude attitude.
2	I notice any number of personality flaws, and point out how it would have gotten you killed "back in the day."
3	If you haven't bled for your country or fought for something greater than yourself, then I view you as beneath me.
4	Whatever you've gone through in your life can't ever compare to this one battle my company was involved in.
5	You owe me, and all other soldiers, a debt for our service.
6	I would bleed out my last drop of blood for you, and expect you to do the same for me.
7	I drink the beer, then eat the glass.
8	I'm a loudmouthed bully who is first to criticize and first to risk my life.

D6	Ideal
1	Power. If you can't keep yourself alive, then you don't matter to me. (Evil)
2	Protection. The weak need someone to defend them, no matter what. (Good)
3	Duty. The oath I swore when I put on the uniform is as binding now as it was then. (Any)
4	Honor. I'm representing the flag and uniform even now. (Lawful)
5	Excellence. I pride myself on performing my duties to the best of my ability. (Any)
6	Brotherhood. I fight for my brothers and sisters in arms, not some foppish king! (Chaotic)

D6	Bond
1	I live my life in honor of my fallen comrades.
2	I am determined to correct my past mistakes.
3	I never stopped fighting for the values that motivated me in the first place.
4	I found that I have more domestic enemies than I do foreign.
5	I strive to use my military skills to benefit the community.
6	I no longer wear the uniform I still conduct myself with the same honor and pride.

D6	Flaw
1	I find civilian life hard to take seriously and yearn for action.
2	The war never ended for me and I struggle with the losses that I have endured.
3	I am repulsed by any form of cowardice- especially my own.
4	War changed me so dramatically that I no longer fit in with my old life.
5	I pride myself on being honest to the point of rudeness.
6	I cannot tolerate disrespect towards my unit, flag or uniform.



FIGHTER FEATS

Baracus shifted his weight to his back foot in anticipation of the next round of attacks. He winced at the burning sting of welts along his chest—painful reminders courtesy of Sokol, the training master, to keep his shield in position. Baracus ignored the twinge of burning arm muscles and sore shoulders. He tapped his short sword against the front of the shield to signal his readiness.

Sokol offered the ghost of a smile. The bastard never seemed to sweat, never got out of breath. What kind of inhuman monster didn't sweat? The master, armed only with a wooden training sword, stared at Baracus with unblinking eyes. Eyes that betrayed nothing of his intentions. This time, however, Baracus ignored the eyes and watched the master's shoulders. He wouldn't be caught off guard another time. The slightest twitch of those shoulders would signal...

In the flicker of an eye, Sokol surged forward, pivoted around to Baracus's flank, and lashed out with the training sword. The flat of the wooden blade smacked into Baracus's neck with a meaty THWAP. The impact slammed him off-balance and left him struggling to breathe for several agonizing moments.

Once he could breathe again, Baracus shook his head in frustration and wiped the sweat from his brow. "I didn't see your shoulders move. I purposefully didn't pay attention to your eyes, just so I could watch your damn shoulders."

The master nodded, his face impassive. "I know. Never forget, while you anticipate your enemy's moves, he also anticipates yours. It is like a game of chess. Move. Counter-move."



"Cack. I hate chess. How does any of that help me? I'm watching you but you're watching me. Where does it end?"

For the first time in a while, Sokol smiled without malice or cruel intent. "With your edge."

Baracus frowned. "My edge? What the hell does that mean?"

"Your edge. That which separates you from warriors of similar talent. The knife's edge elevates you above others—that difference which, narrow though it may be, keeps you alive. Warriors live and die by their edge, and so you must find yours."

On the surface, a fighter of one archetype shares much in common with another fighter of the same archetype. Certain weapon and armor combinations are most advantageous for an archetype, and certain combinations of ability scores work better than others. Thus, feats represent one of the best tools for differentiating fighters from each other. A fighter's feats choices help define their edge—that something special separating them from warriors of like skill. The following new feats are designed to give your fighter their edge and to set them apart from their fellow warriors. When it comes to battle, the smallest of differences often lead to the greatest of victories.

ARMOR EXPERT

You know how to utilize your armor to maximize its efficiency in combat.

- You treat your armor's maximum Dexterity modifier as +1 greater with this feat.
- While wearing any armor you reduce the amount of damage you take by 2 points. This benefit stacks with that of the Heavy Armor Mastery feat.

AXE MASTERY

While wielding an axe, you deal death in wicked sprays of crimson.

- You gain +1 to hit and damage while making attacks with any axe.
- If you reduce a foe to 0 hit points, you may make a second attack against another adjacent foe you threaten as a bonus action.
- Once per round, when you deal a critical hit with an axe, you deal an additional +1d8 points of damage.

BARRAGE OF BLOWS

With mounting fury, you rain down a series of increasingly powerful blows on your foe.

- After you strike and damage your target with a melee weapon, ignore that target's AC bonus from any shield they carry until the end of your next turn.
- Add a bonus to your melee damage dealt equal to the number of successive times you've struck the same target after the first. This resets back to +0 after missing an attack against the target.

BATTLE CRY

You are capable of a fearsome primal scream during combat that chills your enemies' spines.

- As a reaction, you make a terrifying battle cry. Allies within 60 feet gain a +1 bonus on attack rolls and opponents that can see and hear you must make a Wisdom saving throw equal to 8 + your proficiency bonus + your Charisma modifier or become frightened until the beginning of your next turn. Once you use this, you must finish a short or long rest to use it again.

BLOODY STRIKES

You know how to deal wicked bleeding wounds to your enemies.

- You may choose to suffer a -5 penalty to your attacks to cause those attacks to deal +1d4 points of additional damage for the next three rounds. The extra damage ends if the target receives healing from

curative magic or the Medicine skill (DC 8 + your proficiency bonus + either your Strength or Dexterity modifier).

- You can blind an opponent by making a bloody strike to your opponent's face. Your attack suffers disadvantage. On a hit, the target must make a Constitution saving throw (DC 8 + your proficiency bonus + either your Strength or Dexterity modifier) or be blinded for 1d6 rounds.

BLUDGEONING EXPERTISE

Your attacks with two-handed bludgeoning weapons are particularly brutal.

Prerequisite: Great Weapon fighting style

- Ignore a target's resistance to bludgeoning damage while attacking with a bludgeoning weapon.
- If you attack with a bludgeoning weapon while having advantage, and both dice rolls would result in a hit, you cause the reduce the target's movement by half until the end of your next turn.
- On a critical hit dealt with a bludgeoning weapon, you knock your target prone if it is your size or smaller.



BULWARK

You are difficult to move against your will, and difficult to move past.

- Your Constitution score increases by +1.
- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made to resist forced movement, such as being shoved.
- When an opponent enters a space adjacent to your reach, as a reaction, you can move up to 5 feet, so that they are within your reach. If the opponent moves out of your reach after you move in this way, you may make an opportunity attack against them, even if you have already used your reaction.



DAGGER MASTERY

Your furious skill with small blades is uncanny.

- When fighting with a dagger and you miss due to disadvantage, and if one of the two dice would have hit, you still deal damage equal to your Dexterity modifier.
- You increase the damage of all of your dagger attacks to 1d6.
- If you successfully strike a grappled, incapacitated, or restrained creature with a dagger attack, you deal an additional +1d6 damage.

COVER FIRE

You can lay down ranged attacks that put your enemies on the defensive.

- You may make ranged attacks with disadvantage with the sole intent of suppressing your target's attacks. Until the start of your next turn, any targets you attacked (regardless of if you hit) suffer disadvantage on their own ranged attacks.
- You may make ranged attacks with disadvantage to throw your opponent's defenses off-guard. Any targets you attacked (regardless of if you hit) grant advantage to melee attacks made against them until the beginning of your next turn.
- You may also lay down a hail of arrows in a 30-foot by 30-foot area. Targets within suffer no damage, but are unable to take reactions or opportunity attacks until the start of your next turn.

CREATE OPENING

You don't wait for luck to come your way in combat, you make your own.

- When you hit an enemy with a melee weapon, you may use your bonus action to create an opening and allow an ally

DEATH DEALER

You know how to leave an opponent with wounds that they rarely recover from.

- When you reduce an opponent to zero hit points, your damage is treated as 10 points greater for the purposes of determining whether or not the target is killed instantly.
- Targets reduced to 0 hit points automatically begin with one failed death save.

ESCAPE ARTIST

You are a nimble, slippery opponent, difficult to restrain or hold in place against your will.

- You have advantage on saving throws and ability and skill checks to avoid or escape attacks that impose the grappled or restrained conditions.
- You can stand from prone as a bonus action instead of using half your movement.
- When squeezing through a smaller space, you do not expend extra movement to do so. In addition, you do not suffer disadvantage on attack rolls or Dexterity saving throws while squeezing.

FEARSOME PRESENCE

The sheer force of your presence fears enemies with dread.

- You gain proficiency in the Intimidate skill.
- Instead of using Charisma, you can make Intimidate checks with the higher of your Strength or Constitution bonus.
- Enemies within 30 feet that can see you and suffer the frightened condition must treat you as a source of their fear (in addition to the actual source).

FLOWING CHARGE

You flow through combat like a river, unstoppable and unavoidable.

- You may move a number of squares up to the value of your proficiency bonus without provoking opportunity attacks. When leaving such a space that would otherwise provoke an opportunity attack is treated as difficult terrain.
- When you take the attack action, you can move an additional 5 feet.

GANG UP

You know how to coordinate your allies in combat.

- When attacking, your targets are considered flanked when you and an ally attack from any two different sides of a square.
- When an ally attacks an enemy with a melee weapon, you may use your reaction to allow another ally to move 10 feet directly towards that enemy.
- When you attack a flanked opponent in melee you also deal +1d4 points of damage.

HONED REFLEXES

An uncanny sixth sense protects you from nasty surprises and dangerous situations.

- If you are caught within the area of effect of a harmful spell or other damaging effect, you can use your reaction to move up to 10 feet. If this movement removes

you from the area of effect, you suffer no damage. This movement does not provoke opportunity attacks.

- Even if you are surprised, you can still take reactions before your first turn in the combat.
- As a reaction, you can remove advantage from one attack made against you as long as you are aware of the attacker.

IAIJITSU

You are skilled at cutting down your enemies before they can react.

Prerequisite: Dexterity 13 or higher

- You gain a bonus to your initiative equal to your proficiency bonus while wielding a katana or wakizashi.
- When you make an attack against a surprised creature or are the first to attack within a round of combat, you gain advantage to melee attack rolls.
- If you hit a creature that has yet to act in combat, you inflict additional damage equal to your proficiency bonus.

MASTER ARCHER

You can do things with arrows or bolts that astonish other warriors.

Prerequisite: Archery Fighting Style

- You do not suffer disadvantage when performing trick shots*.
- You can shoot small projectiles out of the air. As a reaction, when you are holding a loaded ranged weapon and are attacked, you can make a ranged attack as a reaction. If your attack roll is equal to or greater than your opponent's ranged attack, you deflect the ranged attack targeting you.
- You gain a +1 bonus to damage with all ranged attacks made with bows or crossbows.

*See later section on performing trick shots.

MASTERFUL PARRY

You can parry your opponents' attacks and then strike when they least expect it. You gain the following benefits.

- When you are the target of a melee attack, as a reaction, you may make an attack roll with a held weapon. If the result of your attack roll is greater than the result of the attack roll made against you, the opponent's attack misses.
- If the result of your parrying attack roll is at least 5 greater than the result of the attack roll made against you, you can immediately make a melee attack as part of your parry against the creature that attacked you.

PIERCING EXPERTISE

You know how to stab where it will inflict the most pain and injury.

Prerequisite: Duelist Fighting Style

- You ignore a target's resistance to piercing damage while attacking with a piercing melee weapon.
- If you attack with a piercing melee weapon while having advantage and both dice rolls hit, the target suffers an additional 1d6 damage on the following round.
- On critical hits dealt with a piercing melee weapon, the target gains one level of exhaustion.

POWERFUL DRAW

You know how to squeeze every ounce of power from the pull of your bow.

Prerequisite: Str 13.

- When making ranged attacks with a bow, you may add half your Strength modifier (rounded down, minimum of 1) to damage rolls.
- When dealing a critical hit with a bow, your target must also make a Dexterity saving throw (DC of 8 + your proficiency modifier + your Strength modifier) or be knocked prone. Targets large size or larger gain advantage on the Dexterity saving throw. Alternatively, if the target is adjacent to a wall, you can restrain the target by pinning them to the wall. The target can avoid being restrained by making a Dexterity save.

PUSH, PULL, HOOK & GRAB

Your weapon snakes out, bedeviling your enemies, pushing and pulling them where you want them to go.

- When you make a grapple attack while wielding a melee weapon, you gain advantage on the roll.
- After successfully grappling an enemy with your melee weapon, you can move them a number of spaces equal to your Strength modifier, so long as they remain adjacent to you. If you wield a reach weapon, you can also move the target onto a space within 10 feet that is not adjacent to you.
- When you use a melee weapon to successfully hit a target, you can opt to restrain them until the start of your next turn rather than deal damage. The target can try to break free with a Strength or Dexterity saving throw (DC 8 + your proficiency bonus + your choice of Strength or Dexterity modifier). You cannot restrain creatures larger than yourself.

RELENTLESS

Your indomitable will keeps you in the fight beyond physical limits.

- As a reaction, you can ignore one of the following conditions for a number of rounds equal to your proficiency bonus: charmed, frightened, paralyzed, exhaustion, poisoned, or stunned. During that time, you ignore the effects of the chosen condition. Once the number of rounds ends, you suffer the normal effects of that condition until its effects end.
- You gain advantage on all saving throws to resist being frightened.
- When damage reduces you to 0 hit points and fails to kill you, as a reaction you may choose to instead remain at 1 hit point. You cannot use this benefit again you have finished a long rest.

RING THE BELL, CRACK THE SHELL

You possess a knack for finding—and exploiting—the weaknesses in even the most heavily armored foe.

- As an attack action, you can make a melee attack with disadvantage against an enemy. If both rolls would hit, the target must make a Constitution saving throw (DC 8 + your proficiency bonus + your Strength modifier) or become stunned until the start of your next turn.
- If you have advantage on an enemy, your first melee attack against that foe does additional damage equal to your proficiency bonus.
- If you score a critical hit on a target with a melee attack, you can also push the target back five feet. The target can be no more than one size larger than you.

RETIARIUS

You are highly trained in the use of the trident, net, and dagger.

- If you are wielding a net and no shield, you gain a +1 bonus to Armor Class.
- You deal 1d8 damage with a trident.
- You do not suffer disadvantage when you attack with a net.
- When you throw a net, you may also draw a dagger as a free action.

RUNNING SLASH

You can rush across the battlefield and make a quick slash against foes in your way.

- As part of a Dash action, you can make a single melee attack against an adjacent enemy during your movement.
- Opportunity attacks for leaving threatened squares suffer disadvantage when targeting you if you also attacked that foe this round.
- You may move through enemy squares as though they were friendly.

SACRIFICIAL DEFENDER

You are able to leap to the defense of your allies, shielding them from danger.

- Your Constitution score increases by 1, to a maximum of 20.
- When an adjacent ally is attacked, you may use a reaction to redirect the attack to yourself instead.
- When an adjacent ally is the only target of a harmful spell, you may use a reaction to redirect the spell to yourself.

SECUTOR

You are specialized in the use of the shortsword, shield, and light armor, gaining the following benefits when using only that equipment:

- You gain a +1 to attacks and AC when wielding a short sword (gladius) and a shield.
- After an adjacent enemy moves away from you, you may use your reaction move 10 feet directly towards it. This movement does not provoke opportunity attacks.

SLASHING EXPERTISE

Your attacks with slashing weapons are exceptionally dangerous.

Prerequisite: Duelist or Great Weapon fighting style

- You ignore a target's resistance to slashing while attacking with a slashing weapon.
- If you attack with a slashing weapon and have advantage and both dice rolls would result in a hit, you cause additional damage equal to your Dexterity modifier (minimum of 1).
- On critical hits dealt with a slashing weapon, the target suffers an additional +2d6 damage on the following round at the start of their turn.

STALWART DEFENSE

In your hands, a shield or a weapon creates an impenetrable defensive wall.

- As a reaction, select one enemy adjacent to you that you are aware of. That enemy cannot gain advantage on melee attack rolls against you until the start of your next turn.

- You gain a number of hit points equal to your proficiency bonus. When your proficiency bonus increases, your bonus hit points increase as well.
- If you suffer a critical hit, you can use your reaction to interpose your weapon or shield to turn the critical hit into a normal one. The interposed item gains the broken condition until you can repair it.

STREET FIGHTER

You've scrapped with the best of them and come out standing.

- Your unarmed attack damage die increases by one size (from 1 to 1d2, 1d2 to 1d3, 1d3 to 1d4, 1d4 to 1d6, for example).
- You gain resistance to bludgeoning damage.
- Your AC increases by 1 against unarmed opponents.

SWASHBUCKLER

If there's an opportunity to do something daring, dangerous, and impressive in a fight, you'll take it.

- You receive three action dice that are d6s. Whenever you make a Dexterity (Acrobatics) or Strength (Athletics) check to move through combat, you may expend one of these dice and add the result of the roll to your skill check. You can decide whether to expend an action die after you roll the skill check. These dice increase to d8s when you reach 10th level.
- Your action dice recharge after a long rest.
- If you roll initiative for a fight but have no action dice remaining, you gain advantage on your first Acrobatics or Athletics skill check of the combat.

TACTICAL CUNNING

Instinct, experience, and skill allow you to control the flow of battle.

- Squares adjacent to you require two squares of movement to non-allies.
- Each turn as a bonus action, you may mark one adjacent space. Any enemy that enters or leaves that space provokes an opportunity attack from you, regardless if

its movement would ordinarily trigger such an attack. The target provokes an opportunity attack even if it uses the Disengage action to leave the chosen space.

WARLORD'S COMMANDS

You can inspire your allies to greater effect on the battlefield.

Prerequisite: Charisma 13 or higher

- You may grant yourself and allies within 60 feet a +2 bonus to Initiative checks at any time.
- As an action, you can grant an ally within 60 feet advantage on their next attack roll.
- As a reaction, you can grant all allies within 60 feet (including yourself) a +1 bonus on attack rolls against a target you designate.
- When you are attacked with a melee attack, you may use your reaction to allow one ally to move 5 feet directly away from your attacker without provoking an opportunity attack.

VENGEANCE IS MINE

The sight of one of your comrades falling in battle drives you into a frenzy.

- If an ally you can see is reduced to 0 hit points or is killed outright, you can use your reaction to make a Dash action towards that ally.
- Alternatively, if an ally you can see is reduced to 0 hit points or is killed outright, you can use your reaction to make a melee attack with advantage against an enemy within reach.
- If one or more of your allies you can see is dying or incapacitated, add your proficiency bonus to any damage you deal with melee weapons.

FIGHTER BUILDS

When playing a fighter, there are more options at hand than what to kill. There's the questions of how, and why. The rest of your companions might dismiss you as a meat shield, but there is a certain elegance to war. You are an artist, and the battlefield your canvas. How will you paint your enemies' demise?

Below you will find some of the commonly chosen fighter "builds," but also some that you might not have envisioned. Remember, sheer combat effectiveness leads to one-sided characters that have glaring weaknesses in other areas.

Also, great as the fighter is, don't be afraid to multiclass. There are some great options to be had by adding a few other class levels to your build.

ARCHER

Race: High elves are great choices for the +2 Dex, and a free cantrip never hurts, especially if you run out of ammo, or you want to use *true strike*. Wood elves are also an excellent choice, as they give you a +2 Dex and some extra movement speed. Halflings should not be discounted either, granting a +2 Dex and the ability to reroll 1s, they become a very "lucky" archer capable of extreme feats of skill. Variant humans are also a solid choice, with less stat bonuses, but a bonus feat (be sure to consult your GM if this is allowed).

Primary Statistics: Dexterity and Constitution. You need to be able to use ranged weapons effectively and survive combats.

Fighting Style: Archery. The archery fighting style grants you a +2 to ranged attack rolls, making it a simply fantastic choice. Dueling is a great secondary fighting style when forced into melee (if you choose the Champion archetype).

Backgrounds: Caravan Specialist, City Watch, Clan Crafter, Cormanthor Refugee, Far Traveler, Faction Agent, Folk Hero, Guardsman, Hillsfar Smuggler, Iron Route Bandit, Mercenary Veteran, Soldier, Urban Bounty Hunter.

Archetypes: Arcane Archer, Archer, Champion.

Feats: Sharpshooter, Mobile.

Equipment Choices: Medium or light armor and bow or crossbow. Always have a backup weapon in case you are threatened in melee. Better yet, never allow yourself to get into melee combat.

Multiclassing: Rogue. With the rogue class you can gain Sneak Attack, plus the ability to hide or move as a bonus action, perfect for an archer.

TANK

Race: Note that defender means that you either don't allow your enemies to hit you, or can take all their hits. That philosophy divides your races choices.

You can choose high Dexterity races such as elves or halflings, or go for Constitution-based ones such as dwarves. Hill dwarves in particular are great because of their added hit points and high Con scores. Half-orcs are a fair choice due to their +1 Con bonus, but more importantly their Relentless Endurance racial ability. Variant humans are also a solid choice, with less stat bonuses, but a bonus feat (be sure to consult your GM if this is allowed).

Primary Statistics: Constitution (or Dexterity) and Strength. You should either be able to withstand all the attacks brought against you or keep them from hitting you.

Fighting Style: Defense. The added AC bonus is always there, making this a great choice.

Backgrounds: Caravan Specialist, City Watch, Gladiator, Guardsman, Knight, Knight of the Order, Soldier, Tourney Knight, Veteran.

Archetypes: Battlemaster, Dreadnaught, Knight.

Feats: Heavy Armor Master, Durable, Tough.

Equipment Choices: Heavy armor and shield. Use the most damaging one-handed weapon you can find.

Multiclassing: Barbarian. Mixing an outstanding armor class with resistance to bludgeoning, piercing and slashing damage you suddenly become able to withstand great amounts of punishment.

DUELIST

Race: The most effective duelists will use finesse weapons and have a high armor class. As such, Dexterity-based races like elves and halflings are an awesome choice. Variant humans are also a solid choice, with less stat bonuses, but a bonus feat (be sure to consult your GM if this is allowed).

Primary Statistics: Dexterity. Dexterity will allow you to maximize your combat effectiveness, damage and armor class.

Fighting Style: Dueling.

Backgrounds: Dragon Casualty, Gladiator, Iron Route Bandit, Marine, Mulmaster Aristocrat, Noble, Pirate, Sailor, Soldier, Tourney Knight, Waterdhavian Noble.

Archetypes: Battle Master, Duelist, Misericorde, Rake, Weapon Master.

Feats: Defensive Duelist, Lucky, Martial Adept, Elven Accuracy, Second Chance.

Equipment Choices: Light or medium armor and shield. Wield a rapier.

Multiclassing: Rogue, particularly moving towards the Swashbuckler archetype. Rakish Audacity allows you Sneak Attack nearly at will.

GREAT WEAPON FIGHTER

Race: Any race with a bonus to Strength will make for an outstanding great weapon fighter. Mountain dwarves are an outstanding choice, with a +2 Strength and Constitution. Dragonborn and half-orcs also have strong bonuses to Strength, and other useful combat abilities making them worthy choices. Variant humans are also a solid choice, with less stat bonuses, but a bonus feat (be sure to consult your GM if this is allowed).

Primary Statistics:
Strength
and

Constitution.
Being a great weapon fighter is all about dishing out vast amounts of damage, but you also need to be able to survive taking damage.

Fighting Style: Great Weapon Fighting or Tensile Weapons.

Backgrounds: Gladiator, Knight, Knight of the Order, Mercenary Veteran, Outlander, Soldier, Tourney Knight, Veteran.

Archetypes: Battle Master, Champion, Dragoon, Knight, Runeblade, Samurai.

Feats: Great Weapon Master, Savage Attacker, Blade Mastery, Fell Handed, Orcish Fury.

Equipment Choices: Heavy armor and shield. Use the most damaging one-handed weapon you can find.

Multiclassing: Barbarian. The barbarian simply makes for an excellent multiclass choice. The extra damage you can deal along with excellent damage resistance is too good to ignore.

PROTECTOR

Race: As a protector, you need to be able to handle the damage thrown out at both you and your charge. As such, dwarves are awesome for the Constitution. A stout halfling is a surprisingly good protector, as they have both Con and Dex bonuses. Variant humans are also a solid choice, with less stat bonuses, but a bonus feat (be sure to consult your GM if this is allowed).

Primary Statistics: Constitution and Dexterity. You need to be able to suffer the extra damage from additional incoming attacks redirected to you. Dexterity may help avoid some of them.

Fighting Style: Protection. You'll be the cleric or wizard's best friend for life.

Backgrounds: Caravan Specialist, City Watch, Guardsman, Knight, Knight of the Order, Officer, Soldier, Veteran.

Archetypes: Battle Master, Brawler, Dreadnaught, Knight, Samurai, Shield Master.

Feats: Alert, Observant, Sentinel.

Equipment Choices: Heavy armor and shield. Use the most damaging one-handed weapon you can find.

Multiclassing: Paladin. Add in the Defensive fighting style, smite and auras for some serious smack-down and defense.

TWO-WEAPON FIGHTER

Race: Two-weapon fighting requires a high Strength or high Dexterity. If you want a Strength-based fighter, the half-orc is an outstanding choice for their critical hit abilities, while Dexterity-based fighters should probably choose an elf. Variant humans are also a solid choice, with less stat bonuses, but a bonus feat (be sure to consult your GM if this is allowed).

Primary Statistics: Strength (or Dexterity) and Constitution. Dexterity is arguably a better choice than Strength for the AC synergy. You want to be able to deal as much damage as possible while surviving your enemies' attacks.



Fighting Style: Two-Weapon Fighting.

Backgrounds: Caravan Specialist, Criminal, Gladiator, Iron Route Bandit, Marine, Mercenary Veteran, Pirate, Sailor, Soldier, Veteran.

Archetypes: Champion, Dervish, Duelist, Gladiator, Master of Many Blades, Samurai, Sellsword, Weapon Master.

Feats: Defensive Duelist, Dual Wielder, Savage Attacker, Blade Mastery.

Equipment Choices: Medium armor with strength-based melee weapons or light armor paired with a high Dexterity score and finesse weapons.

Multiclassing: Ranger, Rogue or Monk. The ranger grants another fighting style and some archetypes can be greatly useful. As for the rogue, the addition of sneak attack makes for a potent two-weapon fighter. With the monk, the ki abilities and flurry of blows become wickedly powerful, but only if you use a monk weapon.

MOUNTED WARRIOR

Race: Any race with a bonus to Strength will make for a good mounted warrior. Mountain dwarves are an outstanding choice, with a +2 Strength and Constitution. Dragonborn and half-orcs also have strong bonuses to Strength, and other useful combat abilities making them worthy choices. Variant humans are also a solid choice, with less stat bonuses, but a bonus feat (be sure to consult your GM if this is allowed).

Primary Statistics: Strength and Constitution. You want to mow down your enemies and be able to survive their attacks.

Fighting Style: Mounted Combat.

Backgrounds: Caravan Specialist, Far Traveler, Folk Hero, Knight, Knight of the Order, Officer, Soldier, Squire, Tourney Knight, Trade Sheriff.

Archetypes: Knight, Samurai, Tactician.

Feats: Great Weapon Master, Mounted Combatant, Animal Handler

Equipment Choices: Medium or heavy armor and shield. Use a lance for charging and a one-handed sword for head-lobbing.

Multiclassing: Paladin for the win. Add another useful fighting style and smite from the back of a mount.

MOBILE FIGHTER

Race: The wood elf is a fantastic choice for a mobile fighter. They have a high Dexterity and an increased movement rate, making them perfect

mobile fighters. Also, eladrin also have the *misty step* racial ability, adding to combat mobility.

Primary Statistics: Dexterity and Constitution.

Dexterity will be key for keeping you out of harm's way and using finesse weapons.

Fighting Style: Defense, Dueling or Thrown Weapons. Defense helps you from being hit, but dueling can help you deal damage. Thrown Weapons Style might allow you to be on the move and still have a good close ranged attack.

Backgrounds: Gladiator, Hillsfar Smuggler, Phlan Insurgent, Soldier, Spy.

Archetypes: Battle Master, Corsair, Dervish, Gladiator, Rake, Scout.

Feats: Athlete, Charger, Mobile, Acrobat

Equipment Choices: The mobile fighter generally needs light or medium armor. If you are a melee fighter, a finesse weapon suits you well along with a shield (like a buckler). If you choose to use ranged weapons, use something light and fast, with a fair range, like a shortbow.

Multiclassing: The barbarian is helpful at later levels with the extra movement, but their extra damage is nice while you level up.

FINESSE FIGHTER

Race: Without a doubt, a high Dexterity race is key here. Elves and halflings make the greatest finesse fighters.

Primary Statistics: Dexterity and Constitution. You need Dexterity to be effective with finesse weapons and boosting your AC. Constitution is also helpful to keep you alive.

Fighting Style: Dueling or Two-Weapon Fighting. If your Dexterity is very high, Two-Weapon Fighting can allow you to deal great damage with your off-hand attack.

Backgrounds: Dragon Casualty, Gladiator, Iron Route Bandit, Marine, Mulmaster Aristocrat, Noble, Pirate, Sailor, Soldier, Tourney Knight, Waterdhavian Noble.

Archetypes: Champion, Corsair, Dervish, Duelist, Misericorde, Rake, Weapon Master.

Feats: Defensive Duelist, Blade Mastery, Acrobat

Equipment Choices: Light armor and shield coupled with the rapier for the high damage output.

Multiclassing: Monk or rogue. Monks can allow you the amazing attacks, but rogues grant sneak attack, which also stacks nicely with your finesse damage.

GUNFIGHTER

Race: Races with a Dexterity bonus make the best gunfighters. Elves and halflings make the best racial choices. Variant humans are also a good choice, with less stat bonuses, but a bonus feat (be sure to consult your GM if this is allowed).

Primary Statistics: Dexterity and Constitution. Dexterity boosts your initiative, ranged attacks and AC while Constitution will keep you alive.

Fighting Style: Gunfighting.

Backgrounds: Caravan Specialist, City Watch, Criminal, Iron Route Bandit, Mulmaster Aristocrat, Noble, Pirate, Rebel, Soldier, Urban Bounty Hunter.

Archetypes: Gunslinger, Sharpshooter.

Feats: Alert, Dual Wielder, Sharpshooter

Equipment Choices: Depending on your build, any armor could work, plus a firearm (or two) of choice.

Multiclassing: Artificer. You'll have the best of both worlds, crafting powerful firearm weapons and knowing how to use them.

MARTIAL ARTIST

Race: Mountain dwarves, dragonborn and half-orcs all make excellent martial artists thanks to their Strength bonuses.

Primary Statistics: Dexterity and Constitution. You need Dexterity to be effective with unarmed attacks and boosting your AC. Constitution is also helpful to keep you alive.

Fighting Style: Hand to Hand Combat.

Backgrounds: Black Fist Double Agent, Criminal, Entertainer, Initiate, Iron Route Bandit, Mercenary Veteran, Outlander, Secret Identity, Soldier.

Archetypes: Brawler, Weapon Master.

Feats: Grappler, Martial Adept, Tavern Brawler

Equipment Choices: Light armor and either monk weapons or no melee weapons at all, using only your natural hand to hand attacks.

Multiclassing: Barbarian or Monk. Use barbarian to gain extra damage and great resistance to damage or monk to add a tremendous number of unarmed options.

HURLED WEAPON FIGHTER

Race: Bugbear, Dragonborn, Mountain Dwarf, Goliath, Half-Orc, Orc, Turtles and possibly even Humans, Tritons or an Earth Genasi, though their Strength scores are slightly less.

Primary Statistics: Strength. You need to be able to hurl a weapon with all your might.

Fighting Style: Thrown Weapons.

Backgrounds: Criminal, Entertainer, Gate Urchin, Gladiator, Iron Route Bandit, Mercenary Veteran, Uthgardt Tribe Member, Soldier.

Archetypes: Champion, Master Thrower.

Feats: Dual Wielder, Elven Accuracy

Equipment Choices: Typically medium armor plus a shield, along with a weapon like the handaxe, which has a fair range and damage.

Multiclassing: In general, multiclassing hinders the abilities of the hurled weapon fighter. Barbarian does add extra damage when in rage, so that does allow for a little extra oomph.



FIGHTER EQUIPMENT

NEW WEAPONS

New Simple Melee Weapons	Cost	Damage	Range	Weight	Properties
Brass Knuckles	1 gp	1d3 bludgeoning	–	1 lb.	finesse
Cestus	5 gp	1d4 bludgeoning or piercing	–	1 lb.	finesse

Brass Knuckles: These close combat weapons are designed to be worn around the knuckles, focusing the impact on the metal and thus creating a much greater impact with unarmed strikes. You can hold other objects while wearing brass knuckles, but cannot use them effectively, suffering disadvantage on attack rolls and related skill checks while wearing them.

Cestus: The cestus is a tough glove that covers the wielders from forearm and fist designed for close combat. Metal plates cover the fingers and are frequently lined with wicked spikes along the back of the hands and wrists. The cestus also restricts hand dexterity and all related Dexterity-based skill checks suffer disadvantage when equipped.

New Martial Melee Weapons	Cost	Damage	Range	Weight	Properties
Bec de Corbin (Crowbeak)	15 gp	1d10 bludgeoning or piercing	–	12 lb.	Reach, two-handed
Cutlass	15 gp	1d6 slashing	–	4 lb.	finesse, light
Dagger, Dueling	10 gp	1d4 piercing or slashing	–	1 ½ lbs.	finesse, special
Dwarven Deepaxe	25 gp	1d8 piercing or 1d10 slashing	–	4 lb.	special, two-handed
Elven Moonblade	50 gp	1d10 slashing	–	6 lb.	finesse, two-handed
Gladius	10 gp	1d6 piercing or slashing	–	2 lb.	finesse, light
Kukri	8 gp	1d6 slashing	–	2 lb.	finesse, light
Mace, Heavy	8 gp	1d10 bludgeoning	–	8 lbs	heavy, two-handed
Scizore	20 gp	1d10 piercing	–	3 lb.	special
Spiked Chain	50 gp	1d8 piercing and bludgeoning	–	10 lb.	finesse, heavy, reach, special, two-handed

Bec de Corbin: The bec de corbin is a polearm that ends with a hammer and curved blade resembling a crow's beak on the end.

Cutlass: A slightly curved blade frequently used on ships. Its design lends itself well to chopping or stabbing. The hilt frequently comes equipped

with a basket-shaped guard, granting advantage on all saves made against disarm attempts.

Dagger, Dueling: This dagger is slightly longer and thicker than that of the typical dagger. It is used in the off-hand to help ward off blows. If wielded in the off-hand, you may expend a reaction to add half your proficiency bonus to your AC against that attack.

Dwarven Deepaxe: The dwarven deepaxe is a heavy weapon designed for use in close quarters. The axe blade is longer, one-sided, with a sharp spike affixed to the top and a long haft. This design allows the axe to quickly switch from a spear-like weapon to that of a heavy axe by merely shifting your handhold.

Elven Moonblade: This crescent moon-shaped blade allows trained wielder surprising fluidity for a weapon of its size. Elven warriors spend decades mastering its use. Non-elves must gain proficiency, and few elves are willing to take the time or effort to train other non-elves in its use.

Gladius: The gladius is a variation of the shortsword, designed to allow slashing and

piercing attacks. The blade is a staple of some militaries and gladiators.

Kukri: The kukri is a short blade with a forward-leaning curve, designed to deal devastating lacerations.

Mace, heavy: The heavy mace is simply a two-handed version of the standard mace, designed to use great bludgeoning force to defeat even the heaviest of armors.

Scizore: The scizore is a semi-circular crescent blade that is attached to metal encasing that fits over the wielder's fist and forearm. You may use your reaction to gain a +2 bonus to your AC against an incoming attack. You gain advantage on all saves against being disarmed.

Spiked Chain: The spiked chain is a length of chain with sharp spikes fused into its design. The length of chain can be wielded as a finesse weapon, despite it being a heavy weapon. You can also fight two-handed with a spiked chain, but it loses its reach when you do so.

Martial Ranged Weapons	Cost	Damage	Range	Weight	Properties
Bolt-thrower	50 gp	2d6 piercing	30/120	20 lb.	ammunition, loading
Greatbow	100 gp	1d8 piercing	150/600	2 lb.	ammunition, heavy, two-handed, special

Bolt-thrower: The bolt-thrower is an invention of the dwarves, essentially a gear-cranked crossbow that fires a vicious metal spike. The bolt-thrower has a poor range, but deals devastating wounds in close quarters. Each bolt weighs half a pound.

Greatbow: This 6-foot tall bow is made of layered elm rather than yew or ash, making it astonishingly stiff, large and strong, and equally

capable of use for long and short shooting. If you have a strength score of at least 16, you can use a bonus action to steady yourself. While you are steadied, your attacks with the great bow deal 2d6 piercing damage. You are no longer steadied if you move, and if you do not have the required strength score, or fire without being steadied, you suffer disadvantage on your attack roll.

NEW ARMORS

LIGHT ARMOR					
Type	Cost	AC	Strength	Stealth	Weight
Armored Kilt	20 gp	11 + Dex modifier	-	-	10 lbs.
Hide Shirt	7 gp	12 + Dex modifier	-	-	8 lbs.
Hardened Leather	40 gp	12 + Dex modifier	-	-	18 lbs.
Leaf Armor	400 gp	12 + Dex modifier	-	-	20 lbs.

Armored Kilt: The armored kilt is like a traditional kilt, but made of metal plates sewn together with leather. It affords more protection to another set of armor. If worn by itself, it has a base AC of 11 + Dexterity modifier, but if worn in conjunction with another set of armor, it adds a +1 AC and increases the armor type by one category. If worn with heavy armor, it has no additional effect.

Hide Shirt: Similar to a full suit of hide armor, this shirt merely protects the wearer's vital areas, leaving the head and extremities exposed.

Hardened Leather: Treated and shaped leather armor on a base of wood strips, often stylized to appear as musculature.

Leaf Armor: Leaf armor is a suit of leather armor composed of leaf-shaped pieces of leather, overlapping to create a stronger defense yet maintaining flexibility.

MEDIUM ARMOR					
Type	Cost	AC	Strength	Stealth	Weight
Breastplate, Partial	200 gp	14 + Dex modifier (max 2)	-	-	12 lbs.
Gladiator, Piecemeal	50 gp	14 + Dex modifier (max 2)	-	-	15 lbs.
Gladiator, Provocateur	75 gp	15 + Dex modifier (max 2)	-	Disadvantage	30 lbs.

Breastplate, Partial: This breastplate functions as a standard breastplate, but it is open in the back and leather straps fit over the shoulders. This armor is very quick to don, taking only a single action to put on or remove. However, that flexibility comes at the cost of being less armored when attacked from the rear. Attackers who attack from the rear face treat your AC as 4 less.

Gladiator, Piecemeal: The piecemeal gladiator armor is a conglomeration of numerous other

types of armor (and lack thereof). One arm and leg might be plate armor with the other unarmored to maintain freedom of movement.

Gladiator, Provocateur: The provocateur is one of the best armors that gladiators wore, essentially a breastplate, helm, manica and greaves. It is surprisingly maneuverable for the amount of defense it provides.

HEAVY ARMOR					
Type	Cost	AC	Strength	Stealth	Weight
Stone Plate	1,800 gp	19	17	Disadvantage	80 lbs.

Stone Plate: Stone plate is constructed of flat layers of rigid stone tied together with heavy cords and all fitted on top of thick padding. The

armor is not intended to be easy to wear, nor flexible. It is designed to be nearly impenetrable by most weapons.

SHIELDS					
Type	Cost	AC	Strength	Stealth	Weight
Buckler	5 gp	+1	-	-	5 lbs.
Tower	30 gp	+3	-	Disadvantage	45 lbs.

Buckler: The buckler is small round shield designed to be worn over the wrist and forearm. While its defensive ability is lower than a typical

shield, it does allow you to wield other items in your hand.

Tower: The tower shield is a massive shield, covering the wielder nearly top to bottom in a tower of interposing hardened wood and leather. As a reaction, the wielder may interpose the shield between themselves and harm, gaining half-cover (if applicable, ask your GM).

Optional Rule: Shields and Reactions

As an option, game masters can allow all shields to grant a bonus to Dexterity saves when applicable. The wielder must use a reaction, but they gain their shield bonus to the relevant Dexterity save. For example: An arrow fires out of the wall from a trap at a character. They use their reaction to gain a +2 bonus to their Dexterity save before rolling.

NEW EQUIPMENT

WHETSTONE

Made from a type of stones used to sharpen slashing and piercing weapons like swords and daggers, this specific piece is made to a form that is easy to handle with a single hand while attempting to use it. The whetstone is also commonly used to help remove rust from some types of armors and weapons.

Spending 1 minute sharpening a single non-magical weapon or up to 5 pieces of non-magical ammunition, during a short or long rest while using a whetstone will grant that item a non-magical +1 bonus to damage rolls made while using it for a period of 8 hours. This whetstone has no effect on magical items on any kind.

FIGHTER MAGIC ITEMS

MAGIC WEAPONS

ARMOR BREAKER

Weapon (any bludgeoning weapon, battleaxe, or greataxe), rare (requires attunement)

You gain a +1 to attack and damage rolls made with this magic weapon.

In addition, after damaging a creature, as a bonus action, you may speak the weapon's command word. Until the end of your next turn, attacks made against that creature have advantage. The creature also loses all damage resistances until the end of your next turn.

The weapon recharges this ability at the next dawn.

DEFENSIVE DAGGER

Weapon (dagger), very rare (requires attunement by a fighter)

When used alongside a one-handed melee weapon, you gain a +2 to your AC. If you have the Dueling Fighting Style, you may use this dagger in your off hand and still gain the bonus to damage granted by your Dueling Fighting Style.

MAGEBANE

Weapon (any melee weapon), legendary (requires attunement by a fighter or barbarian)

This weapon glows with ancient runes and glyphs when fighting arcane casters. Wielding this weapon grants you a +3 to attack and damage rolls. This weapon also deals an extra 2d6 damage to creatures that can cast arcane spells.

When attuned, the weapon holds up to 3 charges. If a creature within 30 feet of you that you can see attempts to cast an arcane spell while you wield Magebane, you can expend a charge and use your reaction to speak the weapon's command word. Doing so forces spellcaster to make a DC 18 concentration check. On a failure, the spell is not cast. Magebane's charges are restored to full at dawn.

Additionally, wielding Magebane while attuned grants you advantage on all saving throws made against spells and magical effects, and spell attacks made against you have disadvantage.

SANGUINE

Weapon (any melee slashing or piercing), legendary (requires attunement by a fighter or vengeance paladin)

A sinister mist rises from the blade. Wielding this weapon grants you a +3 to attack and damage rolls. When attuned, the weapon has 4 charges.

When you hit a living creature with this weapon you may expend one or more charges to gain one of the following effects:

- You may treat your attack as if it was a critical hit. (1 charge)
- Add an additional 1d10 necrotic damage. You regain a number of hit points equal to this damage. (2 charges)

Additionally, while attuned to this weapon, when you are reduced to 0 hit points but not killed outright, you may expend 4 charges to remain at 1 hit point instead.

This weapon regains 1 charge whenever it is used to deliver the killing blow to a living creature. This weapon also regains 1d4 expended charges every day at dusk.

WEAPON OF RECANT

Weapon (any simple ranged), uncommon (+1), rare(+2), requires attunement

You gain an attack and damage bonus according to the rarity of the item. Once attuned the wielder can mentally command the weapon as an action to immediately appear in their hands. The weapon does not have to be in line of sight to be recanted.

VICIOUS PROPERTY

Weapon (any slashing weapon), rare (requires attunement)

While wielding this weapon, your attacks deal an extra 1d8 damage. This extra damage is doubled on a critical hit.

Additionally, as a bonus action after a successful attack, you can force all enemies within 10 feet who can see and hear you to make a DC 15 Wisdom

saving throw or become frightened for up to 1 minute. This ability can be used once per short or long rest.

MAGIC ARMOR

ARMOR OF FOLDING, +2

Armor(plate), rare, requires attunement

You have a +2 bonus to AC while wearing this armor. Additionally you can use a bonus action to command the armor to plicate. Upon command the armor begins to fold in on itself collapsing into a small dimensional space, it continues to fold until reaching the wearers hand whereupon it wraps around a finger forming a bracer or torc.

The wearer can also command the armor to unfold as a bonus action. The entire folding or unfolding process completes in 1 action.

SHIELD OF FOLDING, +2

Armor(any shield), rare, requires attunement

Upon inspection the shield resembles a large metal bracelet on the wearer's wrist. You have a +2 bonus to AC while wielding this shield. When attuned, you can use a bonus action to transform the shield into a bracelet. Another bonus action turns it back into a shield. The process is otherwise instantaneous.

SPELL-QUELLING ARMOR

Armor (any), very rare (requires attunement)

You have advantage on saving throws against spell while wearing this armor.

In addition, this armor has 3 charges. As a bonus action, you may expend one of these charges. Until the end of your next turn, you have resistance to damage caused by spells or similar magical effects. The armor regains 1d3 expended charges every day at dawn.

MISCELLANEOUS MAGIC ITEMS

BOOTS OF DODGING

Wondrous item, rare (requires attunement)

While wearing these boots, characters gain a +1 bonus to their AC and a +2 bonus to their Dexterity saves.

BRACERS OF THE WYRM

Wondrous item, very rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to attack rolls. In addition, the bracers have 4 charges, which can be used for the following benefits:

- You can spend one charge to make an additional attack as part of your attack action. This functions as the *haste* spell, and does not stack with that effect.
- You can spend 2 charges to make an opportunity attack if you have already used your reaction this turn.

The bracers regain 1d4 expended charges at dawn.

CAPTAIN'S HELM

Wondrous item, very rare (requires attunement)

This battle-worn helmet has 3 charges. While wearing this helm, as a bonus action, you can expend one or more charges to use one of the following abilities:

- You can grant all allies within 30 feet who can see and hear you a +1 bonus to attack and damage rolls. This effect last for 1 minute (1 charge).
- Until your next turn, all allies within 30 feet of you who can see and hear you have advantage on all saving throws (1 charge).
- As a reaction, an attack made by a target within 30 feet who can see and hear you is treated as a critical hit (3 charges).

The helmet regains 1d3 charges expended charges daily at dawn.

FLEETFOOT GREAVES

Wondrous item, rare (requires attunement)

While wearing these greaves you gain the following benefits:

- Your movement speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You can use your bonus action to perform a Dash action on your turn.

HELM OF TRUE SEEING

Wondrous item, very rare (requires attunement)

While wearing this helm, you have truesight with a radius of 120'.

OIL OF HEROES

Wondrous item, uncommon

When applied to a weapon or up to 20 pieces of ammunition, this oil grants a +1 bonus to attack and damage rolls for 1 hour. The oil is clear with a small sliver of metal suspended within.

SNIPER'S GLOVES

Wondrous item, rare (requires attunement by a fighter or ranger)

While wearing these magical gloves, the normal range of a bow, crossbow, or firearm is doubled.

WINE OF BACCHUS

Potion, rare

A sprig of laurel floats in this deep purple liquid that is always warm to the touch.

For one hour after drinking this potion, you gain immunity to the poisoned condition and poison damage. You also gain advantage on Wisdom saving throws.

MISCELLANEOUS OPTIONS: TRICK SHOTS

Some players may wish to take greater risks in combat in exchange for greater rewards. Trick shots make combat much more dynamic, allowing for some exceptional feats of skill and heroic actions. We designed the trick shot rules to fit within the established game mechanics, but to still allow for characters to do some outstanding things without unbalancing the game.

TRICK SHOT MECHANICS

In order to perform a trick shot, a player must declare their trick shot attempt before making their attack rolls. Once declared, the player suffers disadvantage on the trick shot attack roll. An attack roll suffering disadvantage already automatically fails as a trick shot attempt.

ACROBATIC THROW

When you take a Disengage Action you may expend one superiority die to move through enemies of any size. You may then use a bonus action to make one ranged attack with a throwing weapon during the move, and add the superiority die to the damage.

TWO BIRDS, ONE STONE

When you make a ranged attack with a throwing weapon you can expend one superiority die and attempt to hit a nearby target with the same attack. Choose another target within 15ft of the original target and compare the first attack roll. If successful roll the superiority die and the second target takes that much damage.

PUMMEL TOSS

When you hit a creature with a ranged throwing attack you can expend one superiority die and add it to the attack roll. This changes the damage type to blunt, and if the target is Large or smaller, it

must make a Constitution saving throw. On a failure, the target becomes stunned until the end of your next turn.

DEFLECT MISSILES

When hit with a ranged weapon you can use your reaction to deflect or catch the missile. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your level. If the damage is reduced to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can expend one superiority die to make a ranged attack with the weapon or piece of ammunition you just caught as part of the same reaction adding the superiority die to the attack roll. You make this attack roll with proficiency regardless of your weapon proficiencies.

RELENTLESS VOLLEY

When you hit a creature with a ranged attack, you can expend one superiority die to throw an additional weapon with the same attack as the first. Resolve both attacks, and then add the superiority dice as extra damage. All damage dealt by this ability is treated as one hit.

DEADEYE

When making a ranged attack you may expend a superiority die to cause the attack to score a critical hit on a roll of 18-20. This attack has no disadvantage if at Long Range. If you hit, add the superiority die to the damage.

AMMO ALL AROUND ME

Spend a superiority die to treat any improvised weapon as a throwing weapon. You add your proficiency bonus to these improvised throwing weapons. On hit add the superiority die to the damage.

BETWEEN THE EYES

Expend a superiority die. On hit target must make a Dex saving throw or become blinded until the end of your next turn, also add the superiority die to damage.

IN THE KNEE

When you hit a creature with a ranged throwing attack you can expend one superiority die and add it to the damage roll. On hit the targets movement is reduced by 10 feet until the creature regains at least 1 hit point.

RANGED PARRY

If an opponent makes a ranged attack against anyone within your ranged weapon's normal range, you may expend a superiority die as a reaction to attempt to knock the missile from the air. Add your superiority die to the targets AC.

HAILSTORM

You expend a superiority die to make a ranged throwing attack verse two additional targets. You

do not add your ability modifier to these attacks damage rolls, but you do add the superiority die as damage to one of the targets.

DISARMING THROW

When making a ranged attack you may expend one superiority die and add it to the attack roll. The target must make a Strength saving throw, dropping what it is holding on a failure.

PINNING SHOT

When making a ranged attack roll you may expend one superiority die to pin a target to any surface within 5ft of them, add the superiority die to the damage roll. If hit, the target must make a Strength saving throw or becomes restrained.



OPTIONAL RULE: CALLED SHOTS

Some players and game masters might desire to include rules for called shots in their games. Called shots can give an element of flavor and heroic drama to combat. As we designed these rules, we attempted to give them the flavor desired without overly unbalancing the effect. After all, this is a game of randomness. Everyone gets lucky rolls sometimes... even the monsters.

CALLED SHOT MECHANICS

In order to perform a called shot, a player must declare their called shot attempt and location before making their attack rolls. Once declared, the player suffers disadvantage on the called shot attack roll. An attack roll suffering disadvantage *already* automatically fails as a called shot attempt.

Each called shot attempt also modifies a creature's AC. If the attack roll succeeds, hitting the monster's modified called shot AC, the attacker hits and deals damage normally, but also deals the called shot effect.

Sometimes a save is called for. In such cases, the target must make a Constitution save equal to the amount of damage inflicted. On a failed save, they suffer a penalty of some kind, or an additional effect.

Why Disadvantage?

Let's imagine for a moment that you are aiming for the head of a goblin. You fire your arrow off at his head, a harder target than hitting the 'gobbo' dead center in the chest. He shuffles a bit to the right, and you miss by a mere inch.

Had you fired dead center to the chest, that slight movement might not have had any effect and you would have nailed the goblin. Called shots are risk versus reward.

With this system, disadvantage represents the challenge of aiming at a particular target, while the AC bonus of specific targeted areas show the relative difficulty of striking smaller targets.

Example: Beleg Steelsong decides to make a called shot to the vitals (+2 AC) against his target. Beleg normally has a +7 bonus to attack rolls. He makes his first attack at disadvantage, rolling an 8 and a 13. His opponent, a troll, normally has an AC of 15. He fails the attack because he did not succeed in his AC 17 called shot attempt, even though he would have hit the troll normally. On his next turn, he attempts another called shot to the troll's arms (+2 AC). He rolls a 12 and a 17. Even with disadvantage, he rolled a 19, beating the troll's AC and called shot AC bonus.

Optional Rule: If both attacks hit the target, but you missed the increased AC of the called shot, you do normal damage against the target as though you made a normal attack (no special effect).

ARMS/WINGS (+2 AC)

Arms are the manipulating limbs of a creature, including tentacles. Wings are also considered to be arms for the purposes of a called shot.

Save: Constitution

Effect: On a failed save, any ability checks made using the wounded arm suffer disadvantage for 1d4 minutes or until the creature receives healing. A flying creature shot in the wing descends involuntarily if they fail their saving throw.

Critical Effect: On a critical hit, if the target fails their save, the attack severs an important muscle or tendon and the arm or wing becomes useless unless healed with a *lesser restoration* or *heal* spell.

Healing: When an effect requires healing, any rest that allows you to regain hit points, curative magic or potions also counts. Some effects require magic healing.

CHEST (+0 AC)

Called shots to the chest are aimed at the well-protected center of mass of a creature.

Save: Constitution

Effect: A called shot to the chest deals no additional damage, but causes the target to gain 1 level of exhaustion.

Critical Effect: On a critical hit the exhaustion levels increase to 1d3.

EAR (+4 AC)

Ears are the organs used to hear. Creatures without visible ears are not susceptible to called shots to that location.

Save: Constitution

Effect: A called shot to the ear deafens that ear for 1d4 minutes, and imposes disadvantage on hearing-based Perception checks. A creature that loses hearing in all ears is deafened until hearing is returned by way of the *lesser restoration* spell or a similar effect.

Critical Effect: On a failed save, the target is permanently deafened unless healed with a *lesser restoration* or *heal* spell.

EYE (+4 AC)

Eyes include whatever organs a creature uses to see. At the Gamemaster's discretion, a called shot to the eye can also target sensory organs such as antennae, potentially negating abilities like blindsense. Generally, a creature can't be blinded until it has lost all vision in all of its eyes. Creatures with five or more eyes take no penalties from called shots to their eyes until they're blinded in enough eyes to bring them down a single functional eye, but can still be blinded in that eye by a critical hit or debilitating blow.

Save: Dexterity

Effect: A called shot to the eye causes disadvantage on attacks and disadvantage on all sight-based Perception checks for 1d4 rounds. If the creature only has one functional eye prior to the called shot, it is blinded for 1d4 rounds instead.

Critical Effect: On a failed save against a critical hit, the eye is lost or destroyed and they are considered permanently blind in that eye unless sight is returned with a *lesser restoration* spell.

HAND (+2 AC)

Hands include most extremities used for fine manipulation.

Save: Dexterity

Effect: For 1d4 rounds, any attack rolls, ability checks made using the wounded hand suffer disadvantage, including attack rolls with two-handed weapons. Damage rolls do not gain any benefit from Strength or Dexterity scores. If the target is wielding a weapon or other held object, they must make a successful Strength or Dexterity saving throw (target's choice) or drop the held object.

Critical Effect: If the target fails their saving throw, the hand is permanently damaged and the resulting penalties also become permanent unless the target receives healing from a *lesser restoration* or *heal* spell.

HEAD (+2 AC)

Called shots to the head are tricky, as most creatures show some skill at dodging attacks aimed at their faces. Some creatures, such as otyughs and purple worms, lack a proper head altogether. Creatures without heads are not subject to the effects of a head shot.

Save: Constitution

Effect: A called shot to the head leaves the target stunned for 1 round. If a creature has more than one head, it instead suffers disadvantage on its next action on its turn.

Critical Effect: If the target fails their saving throw, they are instead stunned (or suffer disadvantage) for 1d4 rounds.

HEART (+4 AC)

A called shot to the heart represents an attempt at a killing blow. A called shot to the heart can be used for any small, likely fatal location on a creature, such as the only weakness on an unimaginably ancient red dragon.

Save: Constitution

Effect: A critical hit to the heart pierces the organ, causing exhaustion and double damage. In addition, the target suffers damage each round equal to the base damage dice inflicted until dead or healed. In either case, stopping the damage requires either regeneration (spell or special ability), magic healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a successful DC 20 Heal check that takes 1d4 rounds to complete.

Critical Effect: If the target fails their saving throw, they lose half their maximum hit points and suffer the ongoing damage as above.

LEG (+2 AC)

Legs are the ambulatory limbs of a creature, including feet. Called shots to the leg have no special effect on creatures with five or more legs.

Save: Strength or Dexterity (target's choice)

Effect: A called shot to a leg halves the target creature's speed for 1d4 rounds if it has two or fewer legs, and by 10 feet if it has more than two legs. The speed penalty for hits on legs stack, but the creature's speed cannot be reduced below 5 feet per round. Additionally, any skill or ability checks involving movement (such as Acrobatics or Athletics checks) suffer disadvantage.

Critical Effect: If the target fails their saving throw, their leg is permanently damaged and healing that damage requires either regeneration (spell or special ability), magic healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a successful DC 20 Heal check that takes 1d4 rounds to complete.

NECK (+2 AC)

The neck makes for a difficult but rewarding target. Injuries to the neck keep a creature from speaking easily, and if blood vessels or the windpipe are damaged, such injuries rapidly lead to death. Creatures that lack vulnerable heads generally can't be attacked in the neck.

Effect: A called shot to the neck makes speaking above a hoarse whisper impossible for 1d4 rounds. Spells with verbal components suffer disadvantage, and attempts to activate command-word items suffer a 50% chance of failure. In

addition, the target suffers the effects of critical damage.

Critical Effect: If the target fails their save, they suffer the above effects, but also suffer ongoing damage equal to the base damage dice that inflicted the wound each round until healed.

VITALS (+2 AC)

The vitals correspond to the abdomen on a humanoid: critical organs not well-protected by bone. Attacks on the vitals can also include dastardly "low blows." Vitals for non-humanoid creatures can include nearly any location that is relatively hard to hit, poorly protected, and debilitating if struck.

Save: Constitution

Effect: A called shot to the vitals leaves the target stunned for 1 round. While suffering from the effects of this blow, the target cannot take the Dash or Disengage action.

Critical Effect: If the target fails their save, the duration of the above effects are increased to 1d4 rounds.

CALLED SHOT FEATS

CALLED SHOT MASTERY

Prerequisite: Proficiency with Perception, Dexterity 15 or higher.

Your ability to land called shots is astonishing.

- You treat called shot penalties as two less when performing called shots.
- If you miss a called shot, but both dice would hit normally, you still deal normal damage to the target.

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